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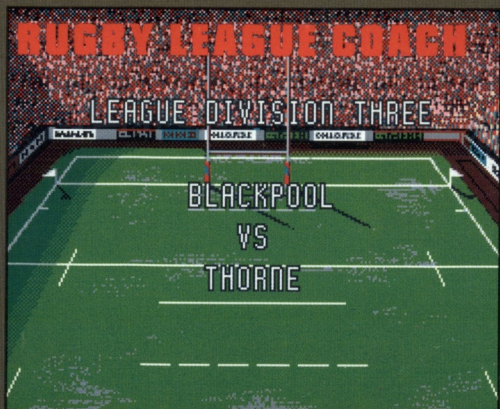
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DISK 2

RUGBY LEAGUE COACH



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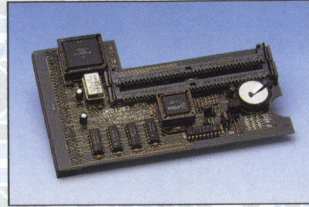
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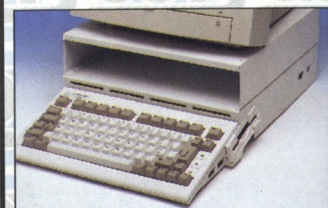
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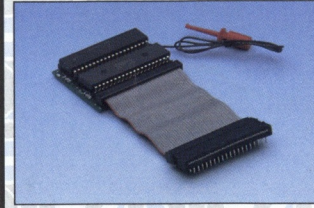


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Acorn Computing, Acorn User

Word of the month: Econolodge

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Over The Edge

The grand finale! It's the last OTE as we know it. Read on to find what scam Brad has next



WIN!



In our three great competitions

We've got some amazing prizes on offer this month. Try your luck at winning a season ticket for your favourite football team, an A1200 Amiga or even some signed artwork and personal appraisal from top sci-fi artist Danny Flynn (responsible for the UFO art)

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COVERDISKS

DISK ONE

PUGGSY

Psygnosis have supplied a demo of their latest strange platform game. Puggsy's crashed on this planet and needs someone to guide him around. Can you guess who that's going to be?

DISK TWO

RUGBY LEAGUE COACH

Take control of your very own players as you battle it out until the end of the season in this playable demo courtesy of Audiogenic. Have your men got the mettle to take them through the rest of the season. Find out just how tough the Big League really can be



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DANNY FLYNN: In-demand sci-fi artist talks to Steve about his games involvement and his work. You've all seen the artwork for UFO, now meet the man responsible for it – P12

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PLAYER'S GUIDES

LARRY 1: Sierra's Leisure Suit Larry gets cracked wide open to celebrate its release at budget price

LABYRINTH: Jonathon Maddock hits this CD32 game where it really hurts to help you all out

SMALL TIPS, Another dose of the quick stuff designed to make it easier



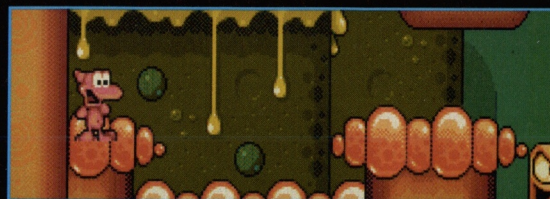
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PUGGSY



▶ Puggsy may well be the strangest looking creature you'll ever see in a computer game



▶ The map is a good place to start. The box in the top left corner shows where you are

It's new, it's from Psygnosis and it's on your coverdisk. Puggsy is about to storm into the shops and we're offering you the chance to try it out before making your decision, with a demo that takes up the whole disk. As long as your machine has one meg of memory you shouldn't encounter any problems running this program. Everything is as simple as putting the disk in the drive and turning the machine on. Wait for a few seconds until loading is completed and before very long you should be treated to the theme tune and introduction before the demo proper.

As soon as the option screen comes up, you'll notice there is only the one option on the demo - START. Click your joystick fire button and the screen will change to reveal a map. It is from this screen that you choose which level of your interactive demo to have a go at. You'll notice that the password option has been blanked out for this demo. For now, just hit the fire button and sit back and wait while level one of the demo loads.

When it is ready, Puggsy will appear on the far left of the screen and if everything is working you should have complete control of him with your

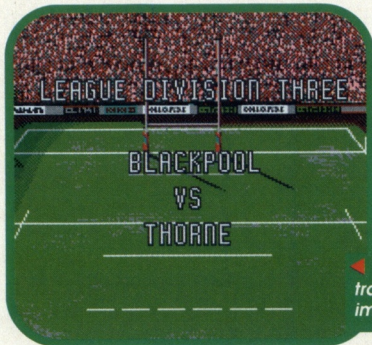
RUGBY LEAGUE

Audiogenic have two up-and-coming games based around the 13-a-side code. This is the first of them and was previewed in Amiga Action a couple of months back. As you might guess from the name, it revolves around coaching and this demo puts you in charge of a professional side for the last few matches of a vital season.

Don't worry if you don't really understand the rules of Rugby League. All you need to know is that you must play 13 fit men and name two substitutes a week to get a game.

You have been placed in charge of Thorne, a third division side who have won all 24 of their matches this season. There's four to go, plus the top eight end-of-season Premiership play-offs on the demo and the aim is to get through unbeaten, and possibly lift the Premiership Trophy at Old Trafford too!

Games are played on Sundays and you'll find by looking at your desk calendar that you start the demo on a Monday. The



▶ The next match sees Thorne travelling to Blackpool in an important league clash



▶ Your desk allows access to all options within the game including your team selection area

game is fully mouse controlled. Moving the mouse moves your hand around the desk and clicking on the left mouse button allows you to bring options up.

On your desk is a newspaper which gives you tables, results and match reports (click on the things to read them), an in-tray into which mail, including mundane letters from supporters and notes from your trainer go, a filofax containing a database of all your

joystick. This first level is just a nice simple stroll where you can get used to the controls.

Items lying around on the floor can be picked up by standing next to them and pressing fire. Once Puggsy is carrying something, he can continue to move about but now he can use his new treasure in a variety of ways. For example if a ledge is too high to reach by normal jumping, then perhaps dropping something to stand on will solve the problem. Alternatively, objects can be thrown at the various creatures that attack you to temporarily stun them, allowing you to pass unharmed.

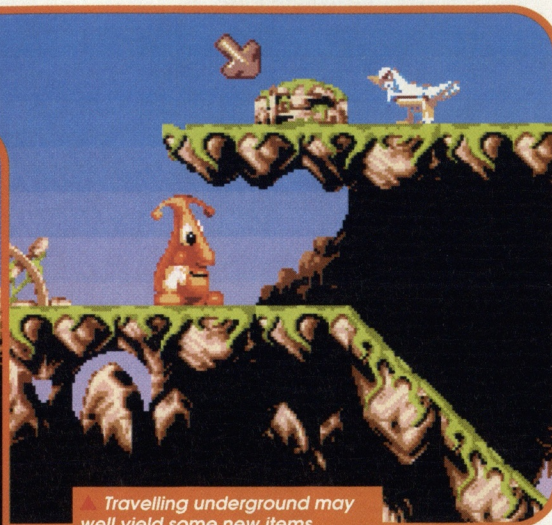
Once you feel you know what you are doing, keep moving right until you disappear down the hole and are informed that the first level of the demo has been completed.

The screen will change back to the map and you'll notice a small box in the top left corner. The joystick will move a square around to a new section. When you reach the required area, simply click the fire button to go there. If you press fire without moving the stick first, you will be taken back to the level you have just completed. Keep doing this until you've seen everything the demo has to offer. Be warned though, some of the other levels on the demo have puzzles to solve before you can complete them. So put your thinking cap on and enjoy this excellent demo.

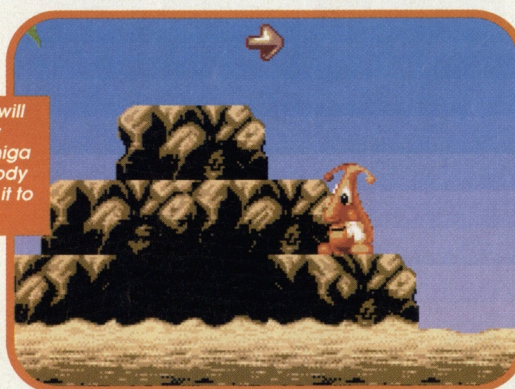
Certain items can be collected and used in other useful ways like as a step or weapon



Travelling underground may well yield some new items



Puggsy will run on any kind of Amiga so everybody can enjoy it to the full



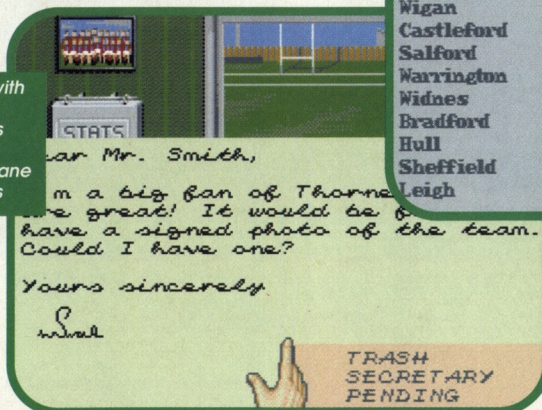
COACH

players and a folder containing team sheets and training schedules.

Clicking on the beige book on the top right of the desk will allow you to click through and change your team as well as the types of training they are doing each day of the week. When you are satisfied with your itinerary, click at the bottom right of the screen and you'll go back to your desk. Clicking on the calendar moves the date on. Open any new mail you receive and deal with it and carry on doing this until Sunday when it's big match day.

When you are finally at the stadium, you'll see the scores in all the matches unfold magically before your eyes until 4:30pm when the final hooter goes. If your players get any injuries during the match, your physio will come on and you'll have to make a change. Here the left mouse button moves the marker down one and the right button confirms the substitution. It's all easy to follow and you'll have no problems once you get going with the system. At the end of the season, the demo will reset back to AmigaDOS. Don't worry, it hasn't crashed, just boot it up again and try and better your performance.

Dealing with letters from supporters is one of your more mundane daily chores



Division One

	P	W	D	L	For	Agst	Diff	PT
St. Helens	23	21	0	2	573	169	404	42
Leeds	23	21	0	2	446	103	343	42
Hull Kingston	23	19	1	3	400	123	277	39
Wakefield	23	18	1	4	425	126	299	37
Halifax	23	15	1	7	371	161	210	31
Wigan	23	13	2	8	417	287	130	28
Castleford	23	12	2	9	426	315	111	26
Salford	23	10	1	12	252	258	-6	21
Warrington	23	8	1	14	347	346	1	17
Widnes	23	7	1	15	291	369	-78	15
Bradford	23	6	1	16	211	418	-207	13
Hull	23	2	1	20	243	714	-471	5
Sheffield	23	2	0	21	249	684	-435	
Leigh	23	1	0	22	300	878	-578	

The Division One league table clearly shows St. Helens nestled right up there at the top

DUFF DISKS

We do try to ensure tape doesn't appear on the metal shutter but unfortunately we cannot always guarantee it. If you do get a disk like this, please be careful as to how you remove it. If the shutter gets damaged in any way, please return it to the address on the coverdisk page. Europress cannot accept any liability for disks which damage a disk drive.

COVERDISK

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NEWS

THE FIRST WORD

I'm writing the first word ridiculously early this month because I'm off on holiday soon. Oh yes, the chances are that even as you read this I'll be lying dead in the gutter of some slum street in Spanish Harlem, New York, or possibly nursing gunshot wounds in a \$500 a night Manhattan hospital. Right now, I'm not entirely sure what the following pages will contain, but I'm more than willing to enthuse nonetheless. What about that Ambermoon eh, and James Pond 3? We're the first to review those you know. And we don't

mess about with the previews either: *Sim City 2000* is (probably) here too, as is *Valhalla* (likely as not). whatever happens, you can rest assured that *Amiga Action* is better than ever – and not just because I'm not here either.

PAUL

ELSPA VIDEO GAME CERTIFICATION CLAMPDOWN...

J PARK 2 AND SHAQ FU TOO! (RUMOUR)

With rumours still circulating about the possibility of NBA Jam making an appearance on the Amiga, Ocean are grabbing the bull by the horns, with their programmers already busy on *Shaq Fu* – the endorsement of another big time basketball star.

Shaquille O'Neil, superstar centre for the Orlando Magic, has signed his name to more than just a shoe deal, and will be scaled down from his seven foot gigantesque figure into pixel form in order to take on drug dealers and other assorted badsters. Word is that Shaq's a tough but fair player, and Ocean will be working to this brief with the game.

Supersleuth Brad Burton was first with the news from Ocean, who were also able to exclusively reveal that *Jurassic Park 2* is on its way! Dino-loving Dr. David Grant is to go up against a ruthless multi-national corporation who want to steal the DNA of the JP dinosaurs in order to create their own army of T-Rex's. The early screenshots



Jurassic Park 2: could follow the Crichton-scripted sequel, and should be on your Amiga soon



John Goodman as Fred Flintstone: is there room on our screens for a man of this size?

we saw indicate that the game will be a platformer, and although original author Michael Crichton has submitted another screenplay, it is unconfirmed whether the game will remain faithful to this.

Both games are being kept strictly low profile at the moment, so much so that Ocean were unable or unwilling to confirm the formats on which they will appear. With more and more developers recognising the importance of the A1200 and the CD32 though, the chances are that they'll be making their way onto our favourite machine. Along with developments on *The Flintstones*, another as yet unconfirmed Amiga title, we'll keep you posted.

£50 Off CD32

Keen to keep sales of their CD32 buoyant throughout the summer, Commodore have slashed the price of their new *Spectaculay Voyage* pack by £50, bringing the six game bundle to a more pocket-friendly £249.99. Joint MD David Pleasance believes that "At this new price (the CD32) just obliterates everything else on the market".

As well as making the machine more easily accessible, the price drop is an important step in ensuring that the CD32 keeps ahead of the Mega CD, since recent changes by Sega have brought the price of a fully working Mega CD (including Mega Drive) down to £300.

David Pleasance says: "If you want to buy a console there's simply nothing else worth considering."

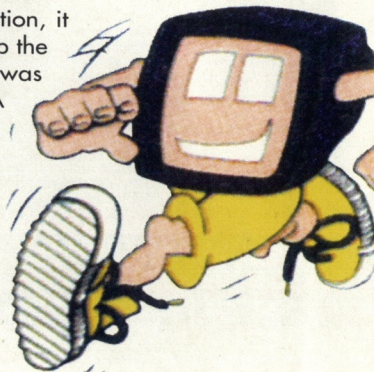


Better value than ever at £250

Monitor Man Canned

In the April issue of *Amiga Action* we reported on the February 9th introduction of the ELSPA accord regarding the self regulation of video games by the software companies, featuring the character 'Monitor Man'.

Only six weeks after his introduction, it was decided by all concerned to drop the icon – the outdated Monitor Man was deemed unsuitable by many ELSPA members. You might say that it was a screen dump. Screen...dump...geddit? As *Amiga Action* suspected at the time, the telly-headed chap was far better suited to a '50s ad campaign than to being an integral part of the hi-tech leisure culture. A replacement is currently being sought. Any ideas?



NEWS

...LATEST FROM TEAM 17...NEW SCREENS...PLUS MANY MORE TIT-BITS...

TEAM WORK

Wakefield-based Team 17 have just announced the rights to publish the follow-up to Stardust which came out originally from Daze Marketing. Super Stardust isn't strictly a sequel but an enhanced AGA and CD32 version and to be honest it looks extremely special in these early stages. The game is again coded by Finnish group Blood House which adds some more Scandinavian talent to the Yorkshire company. The best way to describe Super Stardust is Asteroids with some serious knobs on.

Watch out for a release in September. The price has yet to be announced but we'll have a full preview for you shortly.

Team 17 are also working on a 10-pin bowling game, as yet untitled, and King of Thieves from the same people who brought you the Alien Breed series. We have no further



details on these at the time of going to press but obviously as we find out more you'll see all the relevant details within these pages. So watch this space.

Super Stardust is looking like hot stuff at this stage. CD32 and A1200 owners get ready!

Token Hardware Story

If you're in the market for a new monitor but haven't quite managed to get your hands on one of the scarce Commodore screens then Silica could well be the people to get in touch with. The price of £299.99 may seem like a lot of money to pay but if it's top-of-the-range you're after, then the Microvitec monitor shown here may be of interest.

It's a 14", .28mm dot pitch monitor (we all know what that mean don't we class?) that automatically configures itself to a full span of possible Amiga resolution modes. Could come in handy if you wish to make use of the AGA flicker-free modes of

It's expensive but it's probably worth it if you have the money spare for one

the A1200 and A4000. As a bundle it comes with detachable, stylish, stereo speakers, Amiga adapter and a disk full of Amiga utilities.

Silica are also doing a deal on certain Philips TVs which can be used as monitors. Further details can be obtained by calling them on 081 309 1111.

In the meantime you may be interested to know that Silica



have opened up a chain of outlets inside Debenhams department stores. So if you want good advice, customer service and technical help it may be worth wandering down to see if your store has one installed yet. For details ring that number again.

SNIPPETS

■ **Black Legends' Tactical Manager** which we'd hoped would have made this issue sounds like it could be the footy management game to beat all others. Absolutely everything is catered for and all that remains is for the presentation to be as good as the content and they're onto a winner.

■ At least sexism isn't completely dead. That is if you're a pig! Confused? Well **Krisalis** are working on **Bazooka Sue** (no prizes for the reasoning behind where she gets the Bazooka name!). Sue is a pig with a chest and a half who is currently being coded into a Sierra-like graphic adventure for the **CD32**. Strange stuff but more in coming months.

■ Staying with **Krisalis**, **SWAT team sim Sabre Team** is almost ready for its CD32 launch. The game is almost identical to the 1200 version, but the intro has been tarted up and the controls altered for use with a joypad! It's being duplicated as we speak so keep all women and children indoors...

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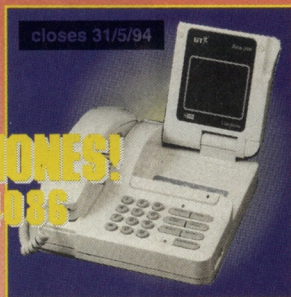
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NEWS

...SING-A-LONG...WORLD CUP NEWS...HOT INDUSTRY GOSSIP...

FOOTBALL FEVERPITCH

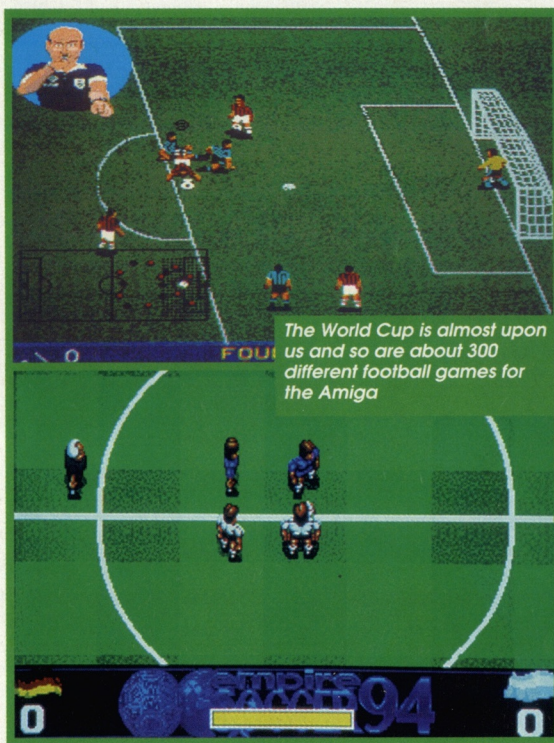
Games shelves this summer are in serious danger of collapsing under the sheer weight of soccer games arriving around World Cup '94 time. The latest we've managed to get screenshots of comes from Empire and has no direct link with the tournament itself.

Empire Soccer will have the usual array of now standard feature. 32 national teams can be controlled by the player, each with their own individual tactics and skills.

The game can be played in one of three styles: a one-off exhibition game, a training game or a full World Cup competition. Empire also promise full ball control including trapping, passing, dribbling, headers, back-heels and so forth. There are also new Super Powers you can give to your team such as Super Barge which allows you to knock down any other player for 10 seconds. We're not sure how this will be implemented but we'll let you know more when we have it.

Just to recap on the past couple of months footy news, rival footy games out soon will include Sierra Soccer (as seen on last month's coverdisk), Sensible World of Soccer, US Gold's official World Cup '94 title and Audiogenic's new offering. On the management side you can currently get a nice little Championship Manager '93/'94 compilation, Premier Manager 2 and coming up there's Tactical Manager from Black Legend and Club Football Manager from The Software Business, both of which look very promising at this stage.

If that lot isn't enough to satisfy even the most ardent fan, then nothing ever will. Imagine what it would have been like had In-gur-land actually got to the finals.



SNIPPETS

■ At the recent **ECTS computer show** in London, several software houses were noticeable by their absence. Both **Gremlin** and **Electronic Arts** did not have a stand and other companies like **Thalion** and **ICE** hired out nearby offices rather than sweat it out in the hectic **Business Design Centre** for three days.

■ **Team 17** have a few budget titles ready for release. **Apidya** was formally released by **Blue Byte** at the same time as **Project X** and received good reviews. It'll be out again from **T17** costing **£10.99** any time now. Also **Body Blows** is due a **£12.99** price tag this month too.

Win-a-lot

Amiga Action are once again first with the news. Virgin Interactive Entertainment were recently voted the Software Publisher of the Year at the European Computer Trade Show in London. This decision was obviously affected by the phenomenal success of Sensible Software's Cannon Fodder which is still being labelled as the greatest game of all time in many people's books.

This award is one of the greatest accolades a software house can win and everyone at Virgin is understandably pleased as punch. The picture shows Danielle Woodyatt holding the trophy which is no doubt now on full view at the company's Ladbroke Grove headquarters. Amiga Action would just like to congratulate all award winners at the show who are far too numerous to mention in this small space



Karaoke Compo

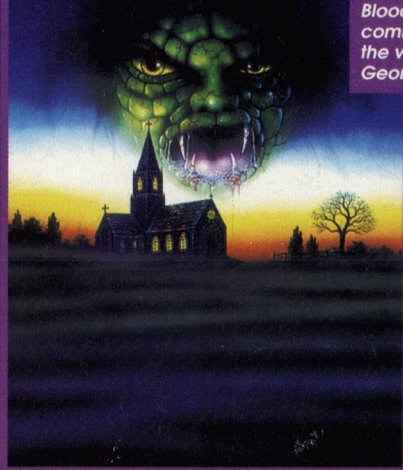
Time for this month's newsie compo. We've got £300 worth of assorted software to hand out to one lucky chap/chapess this issue. That's not to be sneezed at and it's simple to enter too!

All you have to do is send in a cassette tape of you belting out your favourite song (either with or without backing). You can even get your mates round and do the Nolan Sisters (so to speak!). Anyway, the best one will get the software delivered to their door by the postie and all that humiliation will have seemed worth it in the end.

If we get a few good quality entries then who knows, we may even do a compilation tape! Watch this space for further details on that.

Oh, by the way if you want your cassettes back, pop a stamped addressed envelope in there as well and we'll get them back to you as soon as we finish laughi...playing them.

Left is the cover illustration to *Bad Blood* by John Farris, right was commissioned for *Fevre Dream*, the vampire novel written by George R.R. Martin



WHO'S DAN

Let's just say he is making game boxes come alive and has translated into book covers what authors can only dream. And if we were in the business of name dropping, we might mention Arthur C. Clarke and Ruth Rendell. Getting the picture?

BY: STEVE MCNALLY



Now I'm sure that the vast majority of you are saying to yourselves, who on earth is Danny Flynn? And more importantly to some of you, what has he got to do with the Amiga? Well, the answer to the first question is that he is a highly successful artist, and the second query can be answered with a question. Remember the cover of issue 56? You know, the one with UFO - Enemy Unknown on the front. Well, a certain Mr. Flynn was responsible for that grotesquely wonderful piece of artwork.

That cover received the most thunderous response I can ever remember in nearly two years on the magazine so we thought it would be worthwhile bringing you some more of his work, and even enlightening you a little about the man himself.

Danny has worked for numerous famous people, inflicting his bizarre creations on the buyers of books



A lot of Danny's work is done purely for himself and will not be seen anywhere other than in his book, *Only Visiting This Planet*

DANNY FLYNN?

by such renowned writers as Shaun Hutson, Ruth Rendell and even Arthur C. Clarke, who has been quoted as saying of Danny's work, "he has the ability to blend real objects into imaginary landscapes, evoking the 'sense of wonder' which is really at the heart of all good science fiction and fantasy".

He started off in Scunthorpe, Lincolnshire before the bright lights and brighter business opportunities of the South lured him down to Oxford. His first commissions were for cassette covers for New Age musicians before he moved on to design children's books, working for illustrious publishers such as Penguin.

His versatility is clearly demonstrated by the range of subjects his paintings have covered, and he is keen to stress that although much of his work is based on horror fantasy his not some kind of sick weirdo, and is in fact even a touch squeamish when it comes to the more gruesome horror material.

His real passion lies with the science fiction work of not just the writers he has worked with but many others, preferring the positive image the material promotes. Obviously though, some of the disturbing images used would not be suitable for a happy tale about a chipmunk, so an artist must be flexible to be successful. Danny Flynn has achieved this and in his career has diversified just about as much as is humanly possible.

As any computer games player will know, the dividing line between games and science fiction is a very narrow one indeed. So it is a natural progression that the most prominent fantasy artists will also become embroiled in games. That is exactly

what happened to Danny, and in the past, as well as the MicroProse artwork, he has also been commissioned to do box cover artwork for the likes of Gremlin Graphics and Hewson.

We are led to believe that it is normal for successful artists to live their lives in squalor, unable to sell a painting until after they're dead, at which point any work they have done is worth a fortune. That's not really fair is it? Danny Flynn obviously thinks so too, and is managing not to get caught up in it, while making a healthy living at the same time.

If you'd like to see more of Danny's work, his book, Only Visiting This Planet is just about to be released by Paper Tiger priced £10.95, featuring around 100 colour illustrations of his work and plenty of information about the man himself.

Danny shows his mellow side on *Expedition to Earth* by Arthur C. Clarke, while the cover of the *Lone Wolf Fighting Fantasy* book *Chasm of Doom* (right) is a touch more gruesome.



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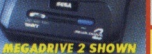
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A1200

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ACTION

REVIEWS

Everyone's favourite section, the all singing, all dancing Action Reviews bit, starts right here

INSIDE...

James Pond 3

You heard about it in last month's Amiga Action now read the full A1200 review

p26



Ambermoon

Thalion's follow-up to arguably the greatest RPG on the Amiga arrives in style

p18



Armour-Geddon 2

What is this? We'll be renaming this section Action Sequels before we know where we are

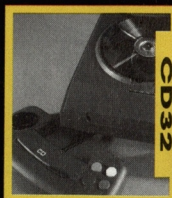
p34



Arcade Pool

Team 17's long-awaited pool simulation gets the full AA review treatment

p32



CD32



A600



A1200

Every game in Amiga Action is given the mark we feel it deserves. Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box. If it doesn't, we'll save ourselves the trouble and not bother. Make sense?

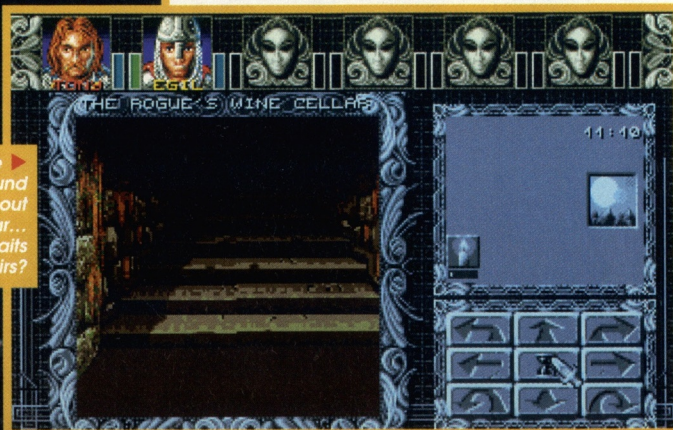
PLUS

James Pond 3, Apocalypse, Naughty Ones, Monopoly, Hanna-Barbera Animation Workshop, Ultimate Body Blows, Bart vs The World

ACTION REVIEW ROLE PLAYING



You've
finally found
your way out
of the cellar...
but what waits
upstairs?



AMBER

Thalion return with a bit more Amber for RPG fans. Will this sequel turn out to be the classic many people expect?

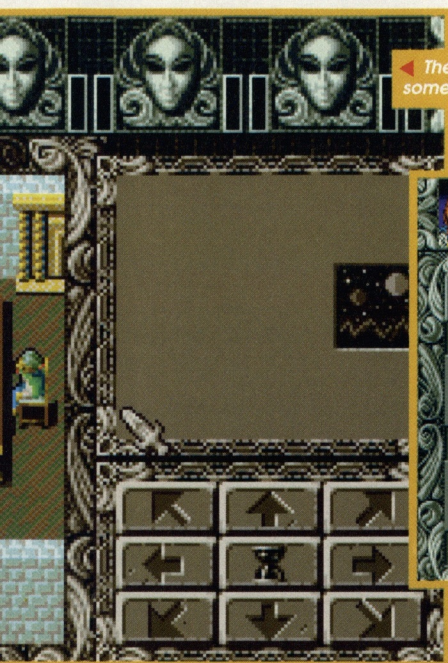
Decent RPGs seem to have died a bit of a death on the Amiga of late. Casting an envious glance over the shoulders of PC owners, it has been annoying that titles the quality of Ultima VIII have been arriving willy-nilly for that particular format. The ordinary Amiga can't really hope to compete with the hardware necessary to make those games a reality. Not wanting to sound techy and bland, you're looking at having eight megs of RAM to run them properly.

So what are we left with? Do hardware restrictions really prevent us from getting a nice juicy RPG to bite into? Apparently not.

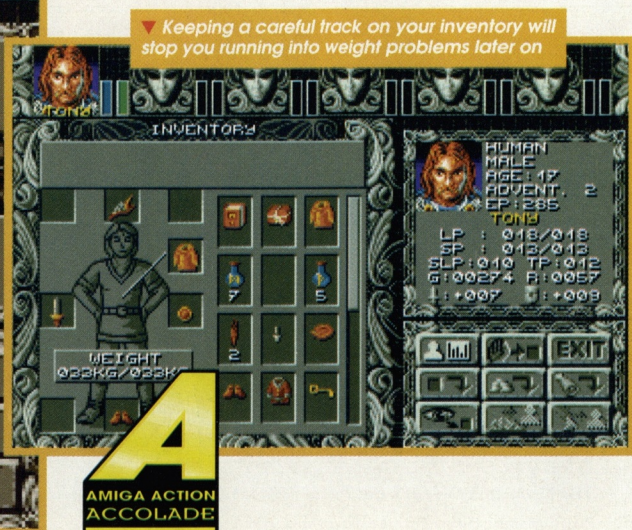
Amiga Action was pleased to get an English version of Ambermoon at the recent European Computer Trade Show. The follow-up to what could be described as the best Amiga RPG to date was finally with us. I was especially keen to see this because I had been involved in the testing of Amberstar, which I liked immensely, and had heard the programming team going on about the new features they would like in the sequel about 18 months ago.



▲ The scenery in the dungeon sections changes from location to location



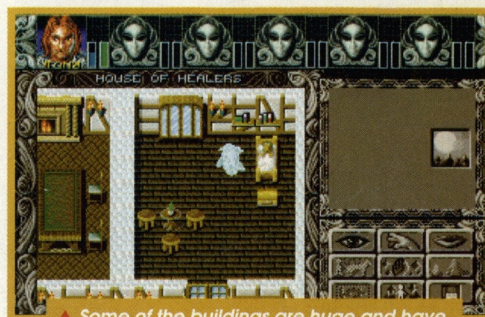
▲ The House of Trainers is a good place to learn some of the vital skills you will need



▼ Keeping a careful track on your inventory will stop you running into weight problems later on



▲ The Rogue's Wine Cellar is no place to be caught without decent weaponry



▲ Some of the buildings are huge and have hidden passages as well as an upstairs



▲ Having joined your party, the young Egil's inventory can also be examined



▲ Beggars are a problem as they try to make a quick buck by robbing you



▲ Chat to characters inside the various buildings

MOON

At the time a lot of it sounded like a pipe-dream. There was no way that these guys should actually be attempting what they were talking about. They wanted to create sections of the game that played in a rotational 360 degree environment so you could spin your character round in a complete circle and the scenery would not flick from screen to screen like in Dungeon Master and indeed Amberstar. As it happens, Ambermoon doesn't get the honour of being the first game to achieve this on an Amiga. Legends of Valour from US Gold beat it to that title but was horrendously slow in comparison.

Sized up

At the risk of sounding like a Carry On film, they say size isn't important. Even if it was, Ambermoon would still have to be described as particularly well endowed (so to speak). The game is huge. Any other word just won't do. The map is huge. It could take you days to get off the island you begin on and that is just one of the many included.

Big doesn't necessarily mean boring either. Other RPGs have had millions of locations all looking identical, but there is a great deal of variation to be found here with some skilful hunting.

This monster is viewed from a combination of two different viewpoints. First there is the regular angled overhead perspective which shows your characters as they wander around the

inside of buildings, opening chests and the like. The rotational first person perspective is generally used for dungeons, cellars and town streets and works extremely well considering the hardware limitations. On these sections, the game automatically maps itself and this scroll can be easily accessed to see where you are. My only gripe here is that it is not readily obvious which direction you are facing in until you get used to the system.

The overhead perspective has been overhauled since Amberstar, still looking similar but the graphics are considerably larger than the first time around. This isn't the only similarity between the two. The first was driven by a series of icons located in the bottom right-hand corner of the screen and was user-friendly, so why mend something that isn't broken? These icons are identical in the sequel and this gives Amber vets an advantage.

In case you don't already know – and a great deal has been made of it already – Ambermoon arrives on nine disks, hence the extra fiver on the price. This, tragically, could be what makes you decide whether to buy the game. The first time I played it was on a machine with no hard drive and if you're looking for a disk swapping marathon then you have it here. I had a blister on my finger from pressing the Eject button! It's still very playable, but that awful inconvenience factor is now introduced. I consider myself fairly patient with most things but I was tested to the limit here. Naturally if you do have a hard drive then you're laughing (probably at the people who don't). If you need a push to go and buy



▲ The views are colourful. All these shots were taken on a bog standard A500



By selecting various words from a list or typing your own, speech can be constructed

The mouse controls all movement of your character on the screen



one then this is more of a shove. With the graphics, code and digitised music included it's easy to see where that nine disks of space has gone.

The story follows on from the original. You are the grandson of the hero of Amberstar and you must go out and prevent the Ambermoon from crashing into your planet – more or less. Our manual was still in German and my translation is as weak as seven days. So with these aims in mind you have to set off and recruit volunteers for your merry band as you go in search of success.

Meeting strangers will sometimes prove fruitful as you can occasionally persuade them to join you. More often you will have to perform a sub-quest that they set you in order to earn their gratitude. It is quite simple to get side-tracked and lose your way and a good old-fashioned notepad by the side of your machine would be a worthy investment for anyone looking to make their life a little easier.



An RPG wouldn't be an RPG without a healthy dose of combat tacked on to spice things up. The combat system is more or less the same as Amberstar, involving a grid at the base of the screen with all the combatant's relative positions. This is used to move characters around and choose who attacks who. The results of each round are then displayed graphically for you to watch.

A large variety of new enemies are extremely tough to kill at times, especially near the beginning of the game when the good equipment is still lying on some forest floor 2,000 miles away! It is therefore important to leave no stone unturned, search every nook and have a good poke around in the crannies,





▲ The dungeon perspective takes you into the role of the character himself

since missing something important could make the game considerably harder.

Thalion are a company who have been beavering away for wider recognition in this country for some time now. They don't claim to be an Ocean or a US Gold. They may only release one or two products a year, but when they have a back catalogue containing Amberstar, No Second Prize and Airbus 320 you have to wonder why each new release isn't greeted with the whoop it usually deserves.

Sweet Kraut

Their games are generally produced over in Germany and tend to be released over there some time before we in the UK get our hands on 'em. For this reason we actually had a peek at this latest offering a few weeks before we finally got an English version. At that early stage it's tricky to judge how a game will play. German wording on the motorcycle game No Second Prize wasn't such a problem, but you try getting your head round an RPG packed with text in a foreign language if you want to spend a few hours doing something different!

Thalion reckon that it will take about two months to finish and that's if things go well from start to finish. When we had our first go we played for about two hours and were still in the house you begin in! Once you are into Ambermoon, it is the kind of game that you will not want to stop until you complete it. There's no point in pretending that I've

played it for weeks on end because it's obvious that I haven't actually had the time to do so. We have only just got hold of the game but I've seen enough. There's no doubt in my mind that I have only really scratched the surface but, at the time of writing, I'm going back to it time and time again. Ask me next month what I think and I believe I'll still say the same. I could be wrong but there's little chance of that!

DIFFERENCES

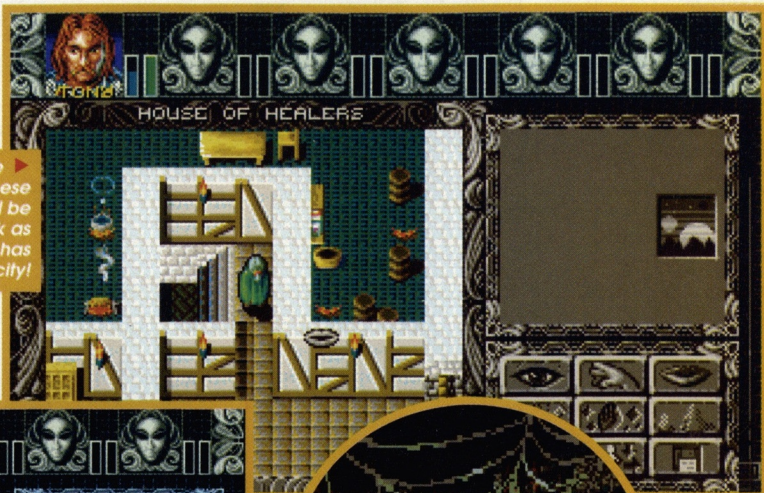
The same version runs across all formats but there are several enhancements that can be turned on or off if you have a sexy, sleek A1200 in front of you. The major one is that you can choose to have texture mapping of the floor and ceilings in the dungeon levels. There is no penalty for this, the game does not slow down noticeably and the overall effect is much better as you can see from some of the screenshots. If you prefer, these can still be left off (for some reason it seems to be easier to get lost if you have them on!) by deselecting them at the options menu.

▼ Camping out restores your party's energy level so they can face more baddies



▲ A quick glance at your stats shows there is plenty of room for improvement

Once down these stairs it will be pitch black as the cellar has no electricity!



◀ Some Spider's webs can be slashed through while others need to be burnt with a torch

▲ Riddlemouths have to be answered before you can pass through their secret gates

THE LOW-DOWN

PUBLISHER: Thalion
CONTACT: 021 449 4464
H.D. INSTALLABLE: Yes
PRICE: £34.99

SCORING

GRAPHICS	90%
SOUND	77%
PLAYABILITY	87%
DIFFICULTY	Very Hard

Better than Amberstar because it isn't as difficult to play, while retaining all the features and being more user friendly. Combat can be a bit tedious until you get some decent spells behind you. Graphically excellent and sonically certain to provide hour after hour of play to anyone who is willing to put the time in. Thalion seem confident of success with this one and rightly so. The best RPG for the Amiga to date without a shadow of a doubt. Yum!

REVIEWED BY: Chicken

SECOND OPINION

£35 is about as much as you'd ever expect to pay for an Amiga game, but with something as large, colourful and downright engrossing as this, you won't be sorry one bit.

OPINION BY: Paul

OVERALL SCORE

91%

ACTION REVIEW

ARCADE STRATEGY



Yes, it's more of that good old Viking mythology stuff. Heimdall 2 takes the ancient legends even further

HEIMDALL

INTO THE HALL OF WORLDS

History and legend are full of instances where so-called good guys have turned into entirely different characters once they get the sniff of power and wealth in their nostrils. Heimdall 2 is no different in this respect, and tells the story of the fall from grace of Loki, once blue-eyed golden boy of the Gods of Asgard, but now a power hungry despot who will stop at nothing in his quest to cause misery and destruction to the good people of this mythical Nordic land.

Only one man can stop him, and that individual is Heimdall of the title. Fresh from his previous adventures in the land of humans, Heimdall is the only God thought capable of bringing the rampaging Loki to any sort of justice. This time Heimdall must travel on his quest alone. Well, not exactly alone, but there's none of this 'choose a party of warriors' thing which seems to be an essential part of most role playing games. Heimdall's only company is the shapely form Ursha, a renowned Valkyrie warrior.

Unfortunately, for those readers who may be looking for a little romantic interest here, the two never meet during the game. Ursha plays more or less the role of a substitute, only being called upon when Heimdall has either died or requires an item which Ursha is carrying. And before we get any letters from outraged feminists, I must point out that the roles of the two adventurers can be reversed if you see fit. So if the fancy takes you, you can control Ursha as your main adventurer with Heimdall playing more of a backup role.

The object of the game involves travelling between various different worlds in search of four separate pieces of an ancient amulet, which, when brought together as a whole, will wield enough power to bring the troublesome Loki to justice.

Access to the worlds of Asgard is via a very nifty transportation device known as The Hall of Worlds. This fantastic chamber consists of a number of portals, each one taking the adventurer to a new world, and making

the concept of travel so simple that it puts British Rail to shame (but as we all know, that isn't too difficult is it?).

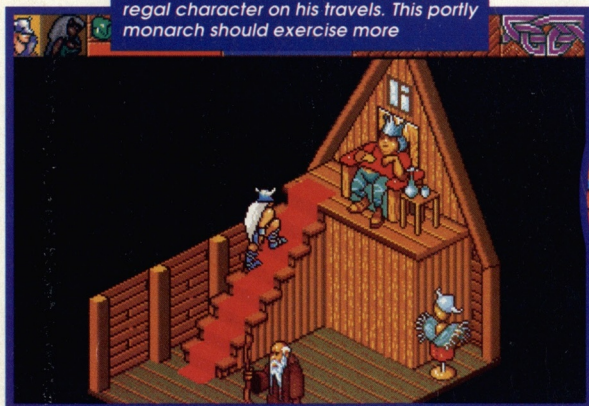
Heated battle

At first, only one of the portals is open, but as you progress through the game, talismen are waiting to be discovered which can be used to open the other portals.

Movement of the Heimdall (or Ursha) character is via the joystick, and a menu bar is accessed via the mouse. This may seem like a bit of a bind, what with having to swap constantly between the controls, but in practice it works perfectly. You can even swap easily between the two in the middle of a heated battle if you find your defences growing weak and think that casting a spell at your opponent would be a safer option.

Each place that Heimdall visits consists of a number of small islands scattered around the trunk of what appears to be an

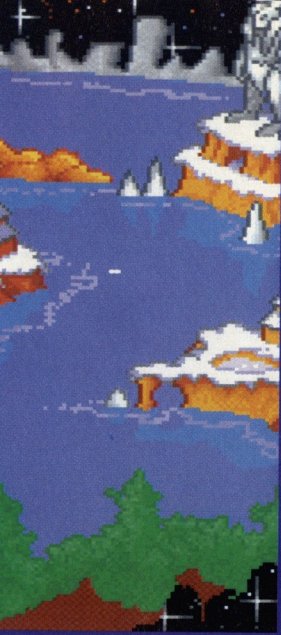
▼ Heimdall will come across many a regal character on his travels. This portly monarch should exercise more



▲ Never one to turn down the chance of a pint, Heimdall enters a local pub

▼ Severed limbs and broken bones mark the end of a titanic battle





▲ The Hall of Worlds allows Heimdall to travel via the portals to all the different lands of Asgard

2



◀ Believe it or not, the mouse has just freed our hero from his prison cell

enormous tree growing out of the northernmost tip of each world. Travel between these islands is courtesy of a handy ship, which sails along to just about the most stirring and evocative Viking theme that I have ever heard. All I had to do was close my eyes and an image of Kirk Douglas, standing majestically at the helm of an impressive dragon-prowed ship, came instantly to mind.

Throughout the game you will constantly be bombarded with puzzles to solve, and a seemingly endless procession of sub-plots. Such diversions can

be frustrating in some games, where there is so much going on around you that you lose track of the main aim. However, Heimdall 2 suffers from no such problems.

The goal of finding the pieces of the amulet is never far from the player's mind, and even at the beginning of the game, everything seems to tie in so nicely with the overall aim of the quest, that there is very little chance of any confusion arising. This does not make the game particularly easy though.

Pretty graphics

I'll admit that role players may find the gameplay depends rather too much on the pretty graphics and arcade battle scenes for their liking, but this isn't a problem as far as I'm concerned. The programmers have managed to strike just the right kind of balance between the two. As a result, Heimdall 2 should prove very accessible to an extremely broad base of computer gamers, and may well attract a few more converts to a genre which is seen by many people as being strictly for role playing fanatics only.



▲ Loki's warriors, the Hakrats, rule their kingdom with an iron fist

▼ As this shot shows, the graphics in Heimdall 2 are excellent



THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297 797
H.D. INSTALLABLE: Yes
PRICE: £34.99

S C O R I N G	
GRAPHICS	89%
SOUND	88%
PLAYABILITY	91%
DIFFICULTY	Spot On

Graphically faultless, and with one of the best computer game themes I have ever come across, Heimdall 2 looks and sounds terrific. Combine this with a mixture of excellent gameplay and political correctness (play a male or female character), and you have all the ingredients of a fantastic game. A definite improvement on Heimdall 1, it proves to be more accessible than ever before. Hopefully a faster for more Heimdall in the future.

REVIEWED BY: Neil

SECOND OPINION

I was a big fan of the original game and Heimdall 2 has rekindled interest. This is better than some magazines would have you believe and comes highly recommended.

OPINION BY: Steve

OVERALL SCORE

90%

ACTION REVIEW PLATFORM/PUZZLE

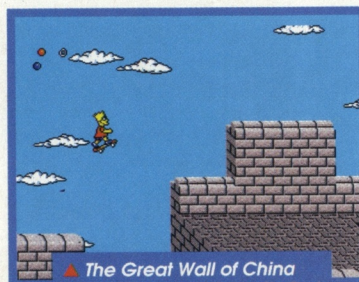


Krusty is beaming all over his face, but unfortunately he's the only one

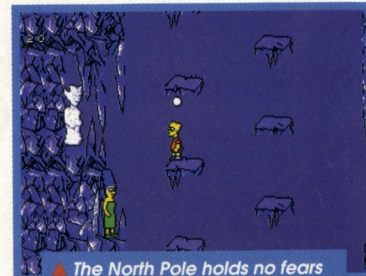


BART VS THE WORLD

Bart, Krusty, Mr. Burns, Otto and a few more cartoon types are here to haunt us. NOOOOOO!!!?????



The Great Wall of China presents no problems for Bart and his trusty skateboard



The North Pole holds no fears for Bart so long as he doesn't mind jumping around endlessly

I am currently looking at page 69 of The Collins Dictionary and Thesaurus. Halfway down the second column of this page, just under 'Bactrian camel', I can see quite clearly, in bold letters, the word 'bad'. There follow a few similar words which help to convey the meaning of these three letters to the uninformed. Swimming before my very eyes I can see: 'not good; of poor quality; inadequate; lacking skill or talent; incompetent'.

Fine though these definitions are, I can't help but feel that the compilers of this particular dictionary have missed out on the one phrase which would perfectly encapsulate the true meaning of the word 'bad'. Yes ladies and gentleman, from now on the word 'bad' and the phrase 'Bart Vs. The World' will become synonymous until the end of time. The plot of Virgin's latest release is ridiculous to say the least, Bart having won a trip around the

The best graphics in Bart Vs. The World are to be seen in the intro sequence



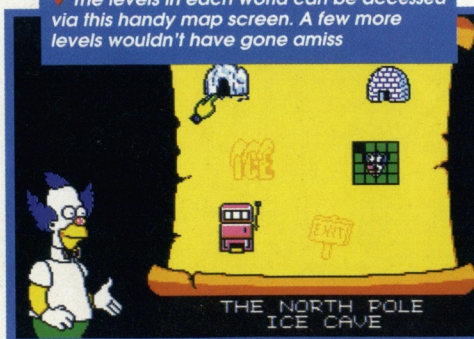
world in a phoney art competition. If you are a particularly forgiving soul and possess the patience of a saint, you may want to guide Bart around the platforms and puzzles of such places as China, The North Pole, Egypt and Hollywood, but I honestly can't see anyone stomaching this rubbish for more than quarter of an hour at the most.

Frankly awful

The graphics are nothing spectacular, the animation of the sprites leaves a lot to be desired, and the gameplay of the platform-type sections is frankly awful. The one and only redeeming feature is the sound, but a couple of annoyingly catchy tunes do not make a game as far as anyone is concerned.

I must admit that I am not a particularly big fan of the Simpsons, and the fact that I do not own a satellite dish means that my exposure to their antics has been limited. However, I cannot imagine even the most ardent Simpsonite gaining any enjoyment whatsoever from this game.

The levels in each world can be accessed via this handy map screen. A few more levels wouldn't have gone amiss



THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 225
H.D. INSTALLABLE: No
PRICE: £25.99

S C O R I N G	
GRAPHICS	45%
SOUND	65%
PLAYABILITY	35%
DIFFICULTY	Easy

Quite frankly, Bart Vs. The World is the worst game that I have ever had the misfortune to review. The virtually non-existent gameplay and poor animation makes a mockery of the Amiga and its capabilities. What on earth Virgin and Akaim are playing at I have no idea. To say that I expected more is an immense understatement. Anyone considering buying this game should expect nothing more than a visit from the men in white coats.

REVIEWED BY: Neil

SECOND OPINION

This is a strange hybrid of a game that I wouldn't like to pigeonhole. Even stranger is the fact that I actually quite liked it. Sorry. Perhaps Neil was in a mood when he reviewed it. (Gift - Neil).

OPINION BY: Steve

OVERALL SCORE

38%



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Games: Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players: Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team: Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club: Sponsorship, Ground improvements, View opponent, Finances The Match: Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other: Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support. Plus: Over 100 other meticulous refinements impossible to list here.

Editor: Allows you to amend various items in saved games. £12 Extra



Scottish: Dedicated version details available upon request.

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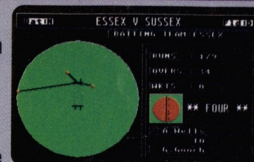


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.

- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

Open National Tipping Competition 1991: Organised by Racecall, regulated by the Tate, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. Winnings Statistics: 104 wins out of 166, as from 2/6 to 1/9/93. Formula: This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! Research & Development: Three years full time race analysis and experimentation to refine and test the prediction system. Inside Knowledge: Plenty of unique hints from contacts in the know. User Friendly: No racing knowledge required, easy to use, tutorial book. Restricted Sales: As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. Monthly Updates: Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. Price Increase: Highly likely. Buy now before success forces increase.

You could have won £44,836 with this HORSE TIPSTER utility.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-

GAME OPTIONS

- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION

- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS

- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY

- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.



FRIENDLY CONTROLS

- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS

- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.



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P.F.M. Editor V4		12.00	
Stable Masters V2		24.95	
Oracle Horse Tipster (RRP £99.95)		75.00	
Cricket Masters		24.95	
World Cup Cricket Masters		24.95	
Wrestling Masters		19.95	

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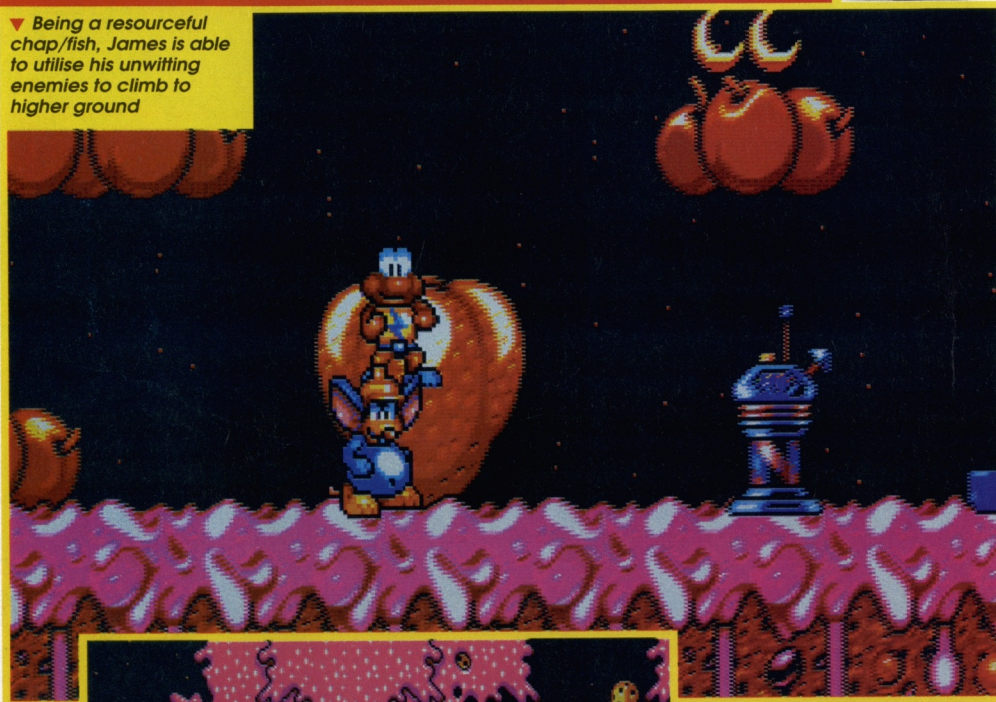
ACTION REVIEW PLATFORM



JAN OPER

Pond returns for another 00-rated adventure... but this time he's many miles above sea level

▼ Being a resourceful chap/fish, James is able to utilise his unwitting enemies to climb to higher ground



◀ I suppose one of the few bad things you could say about the game is that the backgrounds are a bit on the plain side

▼ Information boxes pop up at vital stages of the game when something needs explaining



◀ The end of level guardians may not look particularly fearsome but they are

I don't often review platform games you know. There's no particular reason for it, it just seems to happen that way. I think it is probably a combination of two things: firstly, they are certainly not my favourite type of games and secondly, working with Paul and Neil there is usually a scrap between them over who gets to review the next furry caterpillar game. Don't let me give you the impression they're shallow though, it's just that neither of them has a great deal of depth, if you see what I mean.

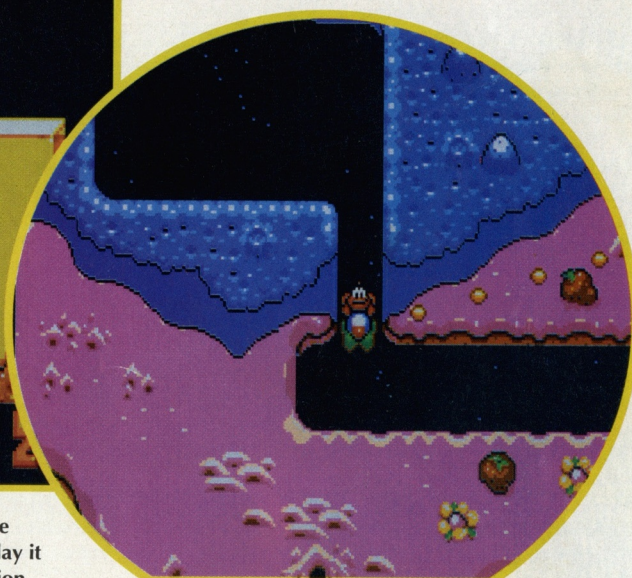
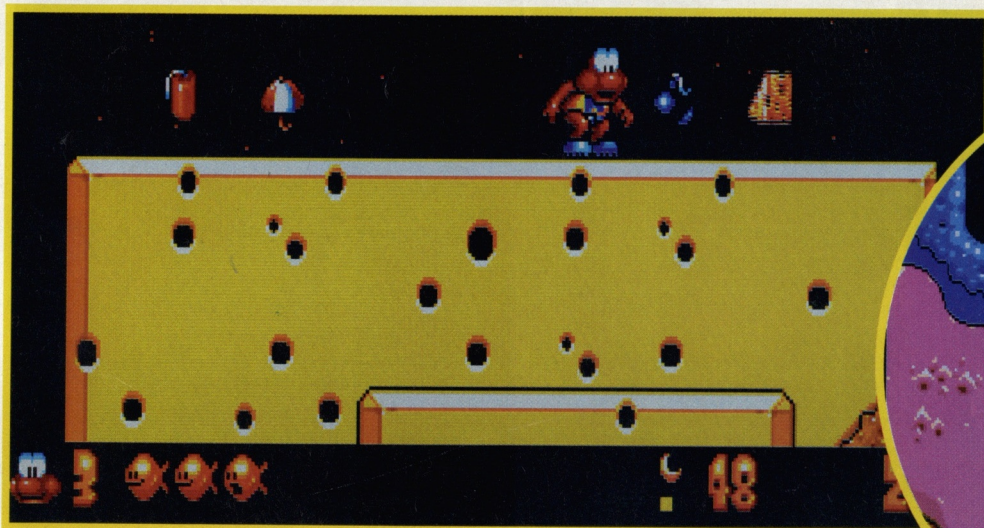
Anyway, Paul's on holiday as you've probably already read, and Neil's skived the day off so it fell to me to have a look at the third game featuring Millennium's special underwater agent, the legendary James Pond.

Now considering I'm not overly keen on platformers, it is surprising to think that one of the few games that I have ever been interested in long

► Things are hardly straight-forward on the moon, so you'd better be prepared for the unexpected, if that's possible



AMES POND 3 OPERATION STARFISH



▲ Mario fans will be immediately at home with the map system, as it is very similar to the SNES game

enough to finish is this game's predecessor, namely Robocod. I played it again not so long ago when it was revised for the 1200 and CD formats, and to be honest can't understand why, but at the time I couldn't stop myself.

Born again

If I hadn't rediscovered Robocod, I would have been quite excited at the prospect of the third game, however the wind had been knocked out of my sails quite considerably and to say I was looking forward to it is a pretty big overstatement. However, I was totally wrong and by the time I finished playing it to write this (about five minutes ago) I absolutely loved it to death.

Let me say one thing before I get going though.

It is particularly tricky, especially for beginners and I found it immensely frustrating at first. Actually that's not

true. I know that because when I become frustrated with a game I don't want to play it again, at least not straight away. Operation Starfish is different because no matter how many times I died I found myself quite happily carrying on with barely a care about the fact that I was constantly retreading old ground.

I have to say that actually, as with most games of this type, you do become your own worst enemy, rushing headlong through the levels without even pausing for breath in a vain effort to reach new levels. It never works, but every time it is the same. I can't stop myself.

As usual the manual and storyline are packed with fishy jokes that I won't bore you with, but rest assured you've heard them all a thousand times before but they're guaranteed to have you groaning with the best of them. This time you are once again pitched against your arch enemy Dr. Maybe, who you are certain is up to something again, after several weeks of FISH surveillance. He was last sighted by an agent disappearing with a flash of light up into the sky. There have been no sightings since then but the fears of the world were confirmed when one of the NASA space shuttles mysteriously disappeared without a trace.

In an effort to track Maybe down, probes were launched to the dark side of the moon, and their findings were to shake the world. Scientists have

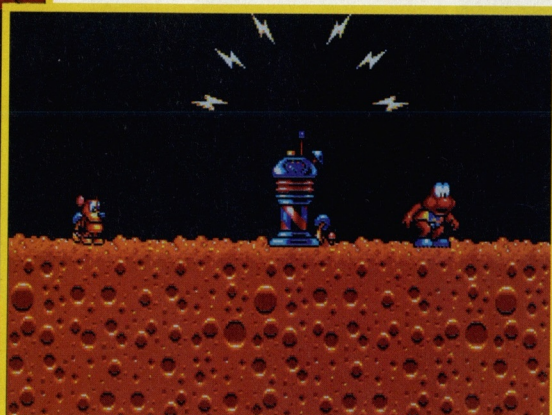
now confirmed that the moon is not only made of cheese but a variety of dairy products. Now everything has begun to fall into place. Maybe has located himself on the moon and is mining finest moon cheese in an effort to monopolise the prosperous world cheese markets, the effects of which would obviously be devastating. Pond has been put forward to venture to the moon and once again defeat the arch villains plans.

Being set on the moon, the actual gameplay is quite a bit different to what you would normally expect, mainly due to the lesser gravity of the moon. This allows James to scoot up exceptionally steep hills, jump incredibly high, and even run along surfaces such as walls and ceilings.

Adrenalin

I wasn't too sure whether this would work but it does, and it creates some real tension at certain points in the game, for instance when you are walking along a ceiling you know that one hit is enough to send you crashing down to certain death. Another tense time is when you are moving incredibly fast never knowing what awaits you around the next corner. An effect that has been perfected by the Sonic the Hedgehog series on the Mega Drive.

Speaking of other platformers, most people who play this will find something familiar from another game they have played. At times it seems like every



◀ At the end of each level is a communication beacon. Destroy it to progress further into the game

► Jump into boxes marked with a symbol and their contents will spill out on to the top. Then simply jump up and collect them

feature of all the great platformers has been incorporated into the game at some stage, and Nintendo owners will feel immediately at home because the resemblance to the Mario games is at times uncanny.

This is no bad thing though. In a genre where originality is a thing of the past all you can do is imitate what has gone before and if you can manage to do that to any degree of success you are undoubtedly on to a winner.

This is what the Starfi5h programmers have managed to do and their lengthy efforts to surpass Robocod have paid dividends in a big way. This is a big game in terms of levels with the number being somewhere in excess of 100 and you should be under no illusions that I have finished it or even come close. I would say I'm about halfway through though and the amazing thing is that even at this stage of the game I am still uncovering new features and actions that haven't been possible on the earlier levels. Normally when you play a game you have seen everything it has to offer in terms of your own character and anything that follows is just more of the same, but with this Pond game that isn't the case. Some of the best stuff has been saved up for the later levels and this serves as an excellent incentive to keep going in the hope of discovering something new.

Enormous

I mentioned the staggering number of levels earlier but what I didn't say was that they aren't all that samey. You would think that with that amount of terrain it would all look the same after a while but it doesn't. Each level is highly varied and there is enough new material on every one to keep your interest level at around about the same mark it was when you began playing.

When you have finished the game it doesn't end there. Many of the levels are cunningly hidden away and you will need to search pretty hard to find them



▲ James moves about the map in a little spaceship. Not really relevant but I couldn't think of anything else to say here

all, sometimes relying more on luck than good judgement. It will certainly be a challenge to find them all and one that I am stone cold certain I will never meet. Many of you will though and the time it will take will ensure that you have received full value for money, something which is very rare these days and becoming rarer.

I would like to say something negative about the game but I honestly can't think of a single thing. It has everything – an excellent character, good storyline, playability and plenty of hours of gameplay tucked away inside. The Pond series continues to go from strength to strength and this instalment deserves to top the charts for a long time and provide sufficient reward for all Millennium's hard work.

▼ Finneus Frog, Pond's trusty new companion is at his side to help out



▼ Each of the various levels is varied enough to throw up many surprises



▲ This lack of gravity business is particularly handy in situations like this

THE LOW-DOWN

PUBLISHER: Millenium
CONTACT: 0223 844 894
H.D. INSTALLABLE: No
PRICE: \$29.99

S C O R I N G	
GRAPHICS	80%
SOUND	80%
PLAYABILITY	89%
DIFFICULTY	Tricky

Platform games are not my favourites, but this is definitely the best game around at the moment, certainly of its type. Up to now Superfrog has overshadowed all other games of this type and dominated the Amiga market but this improves on it comprehensively in virtually every department. I can honestly say that I have enjoyed playing this more than any game I can remember in a long time and if you buy it, you will too.

REVIEWED BY: Steve

SECOND OPINION

Classic stuff. I loved Robocod but I'm not too shy to admit that this beats it hands down. A1200 owners should be giggling to themselves when they see this superb game.

OPINION BY: Chicken

OVERALL SCORE

90%

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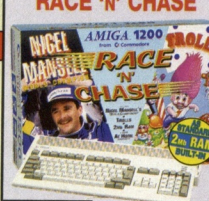
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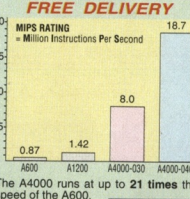


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ACTION REVIEW BOARD GAME



MONOPOLY

Mayfair, Park Lane, Trafalgar Square... gas works, water works, the stations. Oh the fun we had bankrupting each other

▼ A trip to the jail doesn't necessarily mean an extended stay



▲ All of the streets that were in the English version of the game have been incorporated



I've never really seen the point of computer versions of board games but it seems like everyone's at it these days. US Gold have recently brought out both Scrabble and Kingmaker, and in the past almost every popular game of the board variety has appeared on one format or another.

Even fantasy games like Hero Quest and Space Quest have appeared courtesy of Gremlin, although I do feel that in their cases they have had a great

deal added to their appeal by the addition of atmospheric tunes and moody graphics.

Taking the imagination element out of such games is not really relevant to Monopoly though, and any attempt to convert it can only be for functional reasons, and of course the added bonus of not having to hunt around the house for hours for the little metal top hat every time you want to play.

As a child I recall being a big fan of this game, although I never really played it that much. As a result I was surprised to find when I had loaded this game I didn't have the first idea how to play it. I had glanced through the instruction booklet which consists mainly of the rules to Monopoly and nonchalantly thought 'Pah, don't patronise me, I can play with the best of them.'

However I was wrong, so frequent questions over my shoulder to Neil as to when you could actually build houses and hotels were in order, and surprise surprise he was always ready with an answer, but

then again he did lead a particularly sheltered life until he was 23.

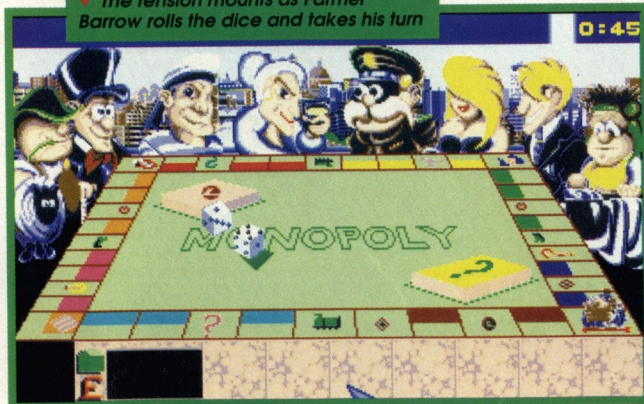
Getting to grips with the rules again took me quite some time, but as soon as I did, the fond memories of long, hazy summer days spent playing this all time classic came flooding back. Actually playing the computer version is surprisingly simple, and has one major advantage over the board version, namely that you can play it alone. This means that if you fancy a quiet blast but cannot find anyone else who hasn't got anything better to do you are still not denied the opportunity.

Embezzlement

Obviously you cannot play the game with just one player as that would be a bit silly, not to mention easy, but the computer will be more than happy to take over the other seven players, and control them and the bank for you.

Having the computer controlling the bank though has taken away one of the finer elements of the game for me. We all did it. The key to being a good Monopoly player when I was a kid was being able to successfully syphon away the bank's money without anyone noticing when you were a bit strapped. My street was packed with some of the youngest embezzlers and perpetrators of large scale

▼ The tension mounts as Farmer Barrow rolls the dice and takes his turn



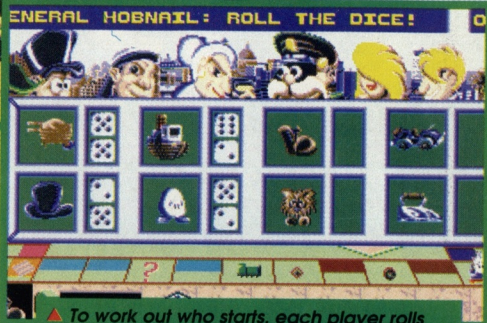


▲ Up to eight people can take part in the struggle for power

LY



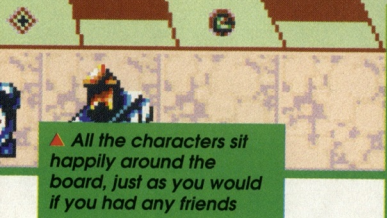
▼ General Hobnail is forced to take a trip to the income tax office. More expense!



▲ To work out who starts, each player rolls the dice and the highest score gets to go first



▼ Buying up property is the key to success in Monopoly



▲ All the characters sit happily around the board, just as you would if you had any friends



▲ See me as I buy up everything on the board

fraud in the world, thankfully none of them went on to work in a real bank though so you needn't worry.

The loss of elements like that mean that, for me, Supervision's Monopoly has lost a lot of the magic that the original generated, and as with most games of this type I cannot really see the point. I remember making a similar point when I reviewed Scrabble not so long ago, and my opinion hasn't changed at all in the time between then and now.

It's not all bad though. I don't think there will ever be a better version on a computer than this. It has been superbly programmed and the characters that have been created for each individual playing piece are excellent, and suit the pieces perfectly. For example, which piece would you consider best suited to a bluff army type going by the name General Hobnail? No, not the top hat, the boot of course. And what about Michael Mobile, yes the car, that's right.

The ease of use, once you know the rules of course, is good and the game moves along at a more than adequate pace to please even the most impatient player. I cannot get away from the fact

that it really doesn't live up to the reputation that the game has forged for itself over the years. This is no fault of Supervision but it is a fact and there is just no getting round it.

Not fair

I don't know, perhaps I'm being unfair when I compare this type of game to the thing that originally inspired it, but when you consider that the original is in my experience always better than the conversion, and in general costs a whole lot less, it seems completely pointless to pay more for an inferior product that will never provide as much enjoyment no matter how good it is. I feel that many software houses' time would be far better spent on other, more original products, than constantly reproducing things like this.

THE LOW-DOWN

PUBLISHER: Supervision
CONTACT: 071 702 9391
H.D. INSTALLABLE: No
PRICE: £26.99

S C O R I N G	
GRAPHICS	73%
SOUND	52%
PLAYABILITY	70%
DIFFICULTY	Average

Yes it's good. It's very well programmed and contains all the features of the original, but it could never be as good as the board game, and is vastly more expensive than it would cost you to buy that. The only main advantage is the ability to play one player games, but that takes a lot of the fun out of the game and is of use only to either people with no friends or Salmon Rushdie. If I were you I'd go out and buy the proper thing instead.

REVIEWED BY: Steve

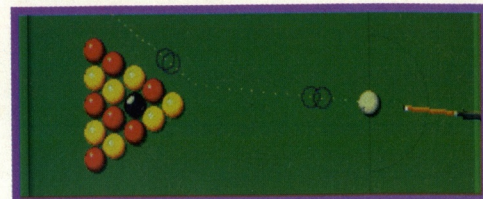
SECOND OPINION

Well it's hardly the same as playing the board game with your gran at Christmas is it? If you're lonely and like a good game of monopoly it's worth a peek in your spare time.

OPINION BY: Chicken

OVERALL SCORE

70%



ARCADE POOL

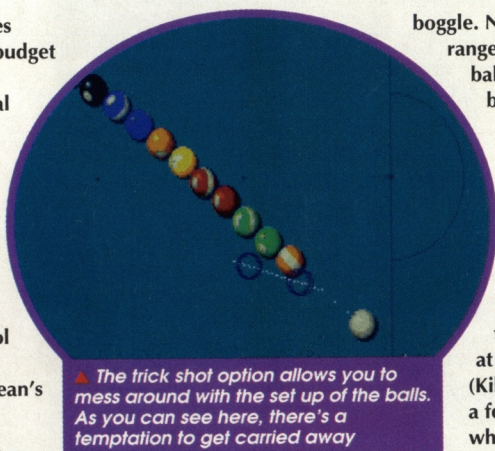
No need to visit the local pub or arcade anymore if you fancy a quick game of pool

One and a half pages for a review of a budget game may seem a little excessive by our usual standards, but Team 17's Arcade Pool has never been out before, and the fact that it has been in development for as long as most full price games means that it deserves its fair share of coverage.

The benchmark in pool hall computer gaming is undoubtedly Archer Maclean's Pool, with its blend of graphical excellence and supposedly realistic gameplay. I was never a big fan of good old Archer's brainchild however. It all seemed far too complicated for my liking, what with all the zoom views and lining up shots from all angles, and I could never quite get the hang of the thing.

Arcade Pool comes as a blessed relief to me. The table is viewed from a top-down perspective, and every inch of baize is visible on the screen at all times. The control system is also a bonus – it is extremely simple to operate but somehow manages not to make the game too easy.

Multi-player facilities are thrown in as you would expect, and the number of possible variations on the pool theme are enough to make the mind



▲ The trick shot option allows you to mess around with the set up of the balls. As you can see here, there's a temptation to get carried away

boggle. Nine different types of pool range from your standard eight ball matches (played on green baize in the UK option, and on blue baize in the US option 'for authentic US feel!' – Ooh dear), to trickshots where you can place the balls in any position you like on the table before having a whack at them. The favourite game in the office at the moment is the Survivor (Killer) option which has caused a few scuffles at dinner time when Steve, Paul and I dust down our waistcoats and go hell

for leather in a sort of triangular head to head.

Cue Killer

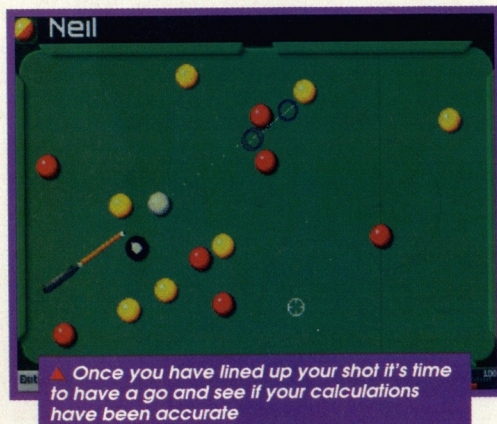
Along with the different versions of pool, there are also a number of different game styles, namely Singles, where you can choose to play the best of one, three or five frames; Tournament, which allows you to compete in a knockout competition and Challenge, where you line up against a number of computer opponents.

Action replays are an essential inclusion in any sporting simulation, and Arcade Pool is no different in this respect, giving you the chance to see

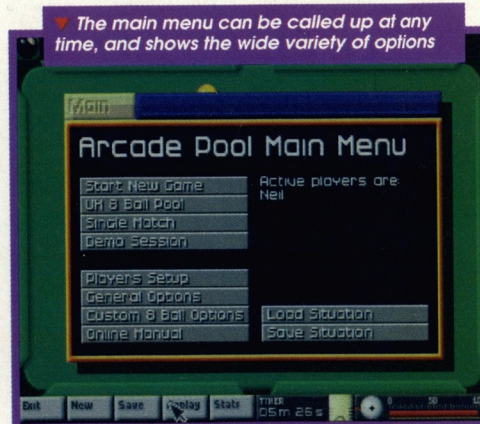
unlimited repeats of your most skilful (and in Paul's case, spawniest) shots.

As if that isn't enough, an options menu allows you to play with or without the aiming aid (depending on how clever you think you are), increase or decrease the skill level of your computer opponent and alter the level of table friction. There is even the option to reconfigure the rules, so if things aren't going your way, you may want to exhibit the characteristics of a spoilt brat and alter things to give yourself a better chance.

As far as I am concerned, Arcade Pool wipes the floor with Archer Maclean's more complex version of the pool hall genre. I am aware that this will probably be a controversial view as far as the purists are concerned, but the playability of Arcade Pool coupled with the fact that it is so easy to get into, make it the only choice for fans of the green (or blue) baize. The fact that Team 17's masterpiece has also been enhanced for the A1200 and only costs a measly £9.99 makes it just about the best value for money since er... value for money was invented.



▲ Once you have lined up your shot it's time to have a go and see if your calculations have been accurate



▼ The main menu can be called up at any time, and shows the wide variety of options



THE PLAYER'S CHOSEN BALL – SPOTS, STRIPES, RED, YELLOW ETC.

THE PLAYER'S NAME – IN THIS CASE ME

EXIT TO MAIN MENU

NEW GAME

SAVE GAME

WHERE THE CUE STRIKES THE CUE BALL



▲ The break is an important part of any game of pool. As you can see, I'm heading for a bit of an in-off incident here



▲ After each game, the statistics from the frame are shown in a handy little box. The stats show which order the balls were potted in, and each player is assigned a ranking.

REPLAY PREVIOUS SHOT

STATISTICS OF THE FRAME SO FAR

TIME OF GAME SO FAR

NUMBER OF THE BALL YOU ARE AIMING AT

SPEED OF SHOT

THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 291867
H.D. INSTALLABLE: No
PRICE: £9.99

S C O R I N G	
GRAPHICS	80%
SOUND	80%
PLAYABILITY	89%
DIFFICULTY	Variable

It is clear to see why Team 17 have released *Archer Maclean's Pool* as a budget game. It isn't much to look at, and would have been horribly overpriced if it had been placed in the 30 quid bracket. However, there is no getting away from the fact that in terms of playability and value for money, this is the best and most enjoyable pool simulator currently available. I heartily recommend that you raid your well stuffed piggy banks and buy it now.

REVIEWED BY: Neil

SECOND OPINION
"It isn't *Archer Maclean's Pool*," admitted the T17 PR chap. It certainly isn't, and a good thing too. Team 17 have produced an excellent sim in a different mould.

OPINION BY: Paul

OVERALL SCORE

87%

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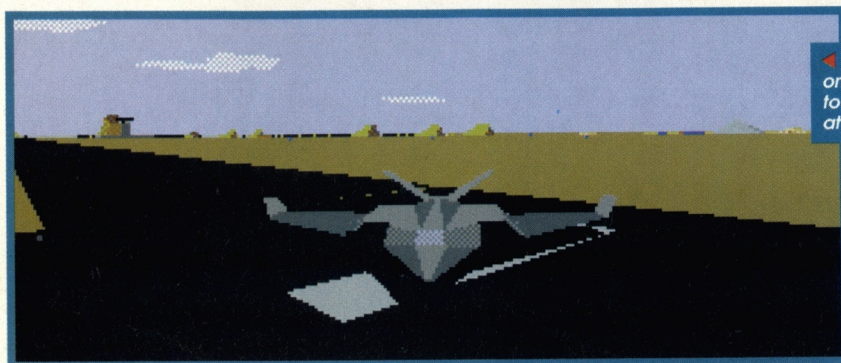
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ACTION REVIEW ARCADE/STRAT



◀ A bomber waits on the runway ready to spring into action at any time

The scientists at ▶ your disposal can be used for research and development into the possible improvement of your forces

ARMOUR -

I don't know, you're away for two minutes and the world seems destined for destruction again



▼ Making sure that your vehicles are fitted with adequate weaponry is an absolute must

Once upon a time many many years ago, there was a blockbuster of a game called Armour-Geddon. Legend has it that this graphical battle simulator was a veritable oasis in the sad and tired old desert of home computer entertainment. Indeed, rumours still exist to this day of the antics of two long serving members of Europress who used to stay at work until the wee small hours of the morning playing this game on old Amigas and Atari STs.

Great though my devotion to the company is, and loyal though I am to the name of Amiga Action (I hope the new management are reading this), I can freely admit that never once have I been tempted to go to such lengths to satisfy a craving to play a



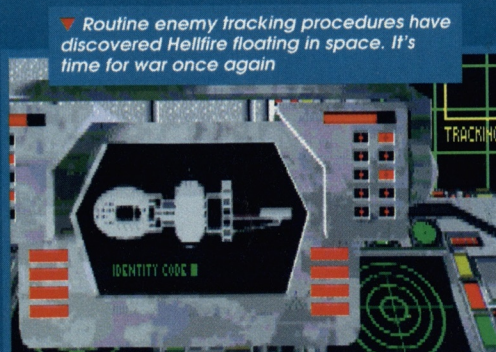
▼ The map room screen shows an overall view of the battle area, and the position of your units

game. Yes, I have stayed late on occasions when things have got a bit behind schedule, and yes, I am prone to the odd dabble at a footy manager game at home, but never have I combined the two factors of staying late at work and playing a game which I particularly like just for the sheer hell of it.

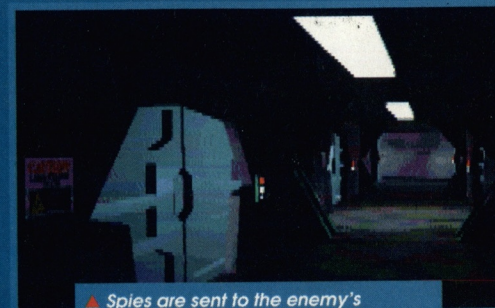
So, that means one of three things. Either I am abnormal (hit the nail on the head there I think —



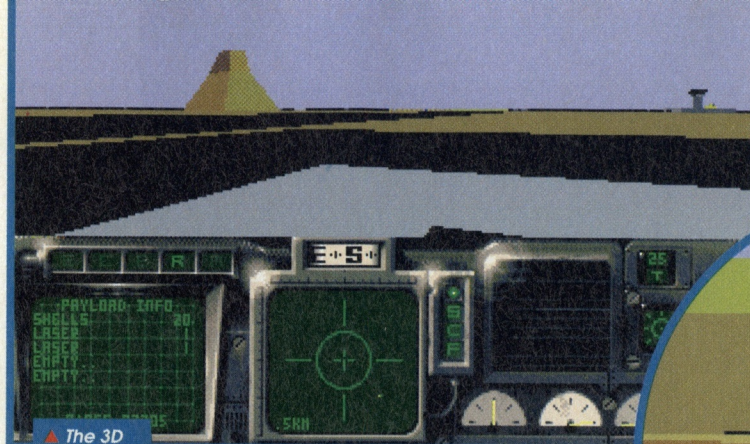
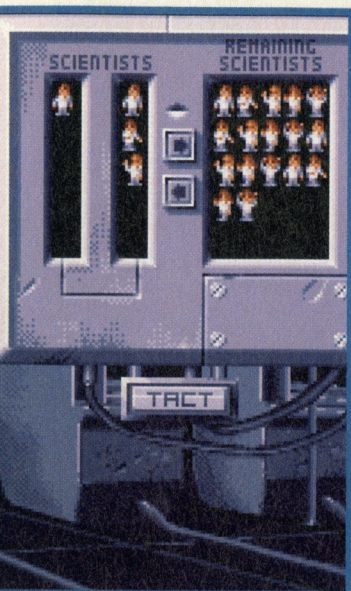
▲ The rogue satellite, Hellfire, fires its one and only ill-fated laser blast towards Earth



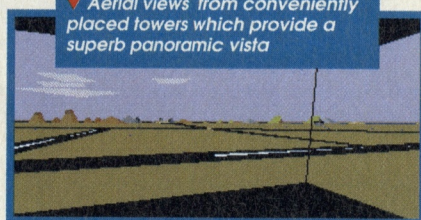
▼ Routine enemy tracking procedures have discovered Hellfire floating in space. It's time for war once again



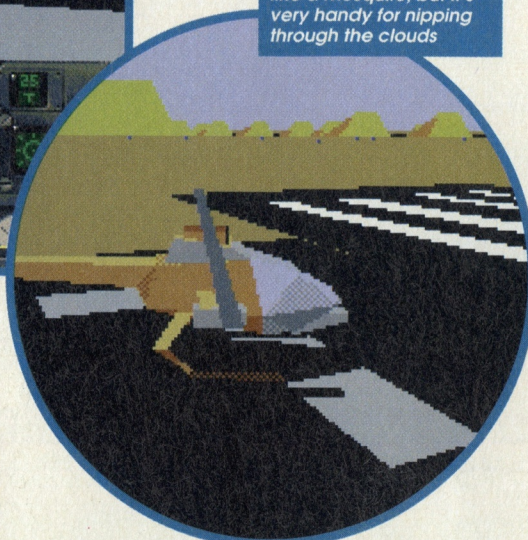
▲ Spies are sent to the enemy's technological bases to find out the truth about Hellfire



▲ The 3D views from the various vehicle cockpits are one of Armour-Geddon's more impressive features



▼ Aerial views from conveniently placed towers which provide a superb panoramic vista



▼ Okay, so it looks a bit like a mosquito, but it's very handy for nipping through the clouds

GEDDON II

Chicken), the two Europress characters mentioned above are abnormal (one of them still works here so I'd better be careful what I write), or Armour-Geddon was one hell of a fine game which was so compelling that it made those who played it temporarily uninterested in a social life.

Personally, fear for my own safety in the workplace and a steadfast refusal to accept that I am the strange one around here makes me inclined to think that the third of these options is the most believable.

Fair enough then, Armour-Geddon was nothing short of a classic, but is there any need for a sequel? Well why not? If Elite can do it successfully, there's obviously a market for this sort of thing.

Psygnosis no doubt had the same thoughts, and have seen fit to present us with the opportunity to play the follow-up to Armour-Geddon, Armour-Geddon II.

Fans of the original game will remember the ending where the enemy fired the Hellfire satellite laser which they were sure would grant them world power. Sod's Law being what it is though, the laser malfunctioned, causing some of the laser energy to

dissipate into the collector dish, thus destroying this weapon of supposedly ultimate force. Hurrah!

Seventy years down the line, the world has reached a position of diplomatic stalemate, with both the good guys (that's you and me) and the enemy being unable to muster a technological or military base which is sufficiently large to defeat the other side.

Hellfire!

All may seem quiet on the Western Front, but recent developments have seen the prospects of world peace deteriorate alarmingly. Enemy tracking stations have picked up traces of a large metallic object floating in space. Computer scans confirm that this object is the remains of the Hellfire satellite. The enemy instantly instigates a plan to pour all their available resources into a last ditch plan to rescue the satellite and repair it in the hope that this time the world will be theirs.

Wooaahhh! Nightmare City. The only thing to do seems to be to launch a counter initiative. The enemy's industrial sites and mining installations



▲ The mission screen shows a more detailed geographical map of the area, allowing you to plan each mission adequately

must be captured so that we can build our own rocket to enable us to get the satellite first and destroy it once and for all. Due to our somewhat weak scientific facilities, we also need to capture certain key enemy bases to free some of our imprisoned scientists, and capture the scientists and plans of the bad guys.

Well, that's the game scenario taken care of, now all that remains are the details of the missions. So, here goes.

The first thing to take into account is the actual size of the world map. The area over which the original game was played served its purpose adequately enough, but in the sequel, the playing area is about 10 times larger. Obviously this makes for more complex and interesting gameplay, but is unfortunately one of the few improvements on the original game.

Armour-Geddon II is essentially mission based, with a grand total of about 20 different tasks which need to be completed before the world can be ultimately saved. This seems to represent adequate value for money, but each mission seemed far too

To their horror they discover that preparations are being made to repair the satellite and return it to its orbit



▲ The enemy are about to launch repair equipment to intercept the satellite. Something needs to be done urgently



▼ As you can see, there is a really fine selection of vehicles available with which to wage war against the enemy. Most of them aren't strictly necessary, and you can get by with the tanks and planes, but you can always take them out for a spin if things get too tiresome

samey for my liking. If I wasn't capturing something then I was blowing it up. At some points it is even possible to complete one of the later missions as part of the mission you are on without even realising it!

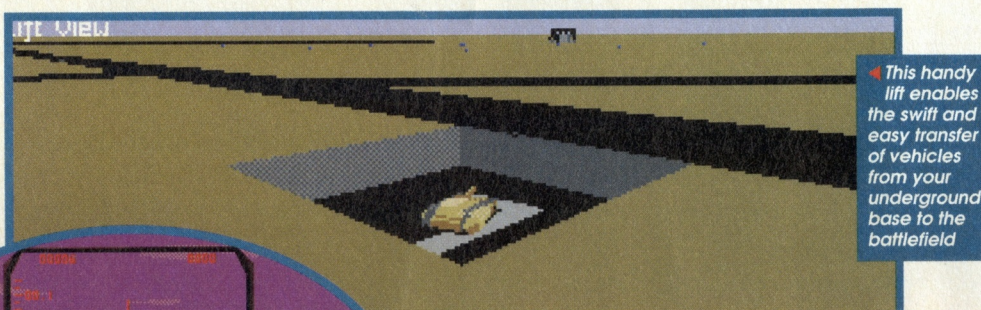
The number of vehicles available to the player has been kept the same, with the usual mix of tanks, planes and helicopters thrown in. More interesting vehicles come in the shape of a hovercraft and a rough terrain vehicle (RTV) which is very handy for traversing particularly tricky pieces of terra firma.

This selection of vehicles is all very well in theory, but to me, a lot of the vehicles seemed more or less superfluous to the game. Most of the missions can be completed simply by using the tanks (heavy and light) and the planes (bombers and fighters), so I couldn't really see any point in the inclusion of the more specialist vehicles other than to make the game seem more complex than it really is.

and damnation?

To conquer one of the enemy bases, you need to park one of your vehicles in front of the base HQ. I know that sounds a bit easy, but it's much more than being a matter of mastering the finer points of the highway code. The enemy will launch a constant barrage in your direction as they are understandably less than chuffed at your intrusion into their lives, but if you have weaponed up correctly, and are lucky enough to be blessed with a modicum of tactical awareness, the first few missions should eventually end in success and glorious victory for the forces of right.

▼ The available weapons range from simple rockets and missiles to the more mysterious Cloaker, which allows your vehicles to go undetected by enemy radar



◀ This handy lift enables the swift and easy transfer of vehicles from your underground base to the battlefield

▲ Time plays an important part in the proceedings. This scene at dusk is particularly fine don't you think?

Graphically, Armour-Geddon II has a similar 3D polygon look to its predecessor, but vast improvements seem to have been made in order to speed this new version up. Everything moves along at a brisk enough pace and, according to the press release, there are over 130 sprites active in 3D at any one time in the game.

Basically, this sequel has got everything that Armour-Geddon had, but this time with more than a few extra knobs on. Unfortunately this doesn't make it dissimilar enough to persuade me to recommend it to owners of the original game. However, Armour-Geddon virgins, as it were, may wish to see what all the fuss was about all those years ago, and they may find themselves being pleasantly surprised.

THE LOW-DOWN

PUBLISHER: Psygnosis
CONTACT: 051 709 5755
H.D. INSTALLABLE: Yes
PRICE: \$29.99

SCORING

GRAPHICS	83%
SOUND	80%
PLAYABILITY	81%
DIFFICULTY	Spot On

Armour-Geddon II is ultimately a huge disappointment. Without doubt this is a game that would have been guaranteed to gain a score of over 90% a couple of years ago, but must settle for a more sensible mark in this day and age. It doesn't do anything wrong really, it just isn't sufficiently different from the original game to generate great big whoops of excitement from me or from anyone else who fell in love with the classic original.

REVIEWED BY: Neil

SECOND OPINION

There was a time when I really got into the first one. This second didn't catch my attention quite as much as I've since seen better. Worth a look if you're keen.

OPINION BY: Chicken

OVERALL SCORE

81%

competition

DEAD TRICKY!

Win Win Win! Not only a fantastic A1200, but also a copy of Gremlin's RPG, Legacy of Sorasil. Amazing or what?



Okay, so we'll be the first to admit that some of our competitions recently haven't been particularly challenging for those readers who have entered. As a result, we have been inundated with entries for competitions which were based around a series of questions which wouldn't have taxed the brain cells of a particularly feeble-minded amoeba. But things are about to change. Oh yes.

Gremlin have decided that only the most dedicated and deserving of readers should have the chance of winning their fantastic collection of booty, so hopefully our postman will be able to

put off that hernia operation for another month or so.

The prize is certainly worth winning though. A brand spanking new Amiga 1200 for the winner, along with a copy of Gremlin's role playing extravaganza, Legacy of Sorasil. Steve was very excited about reviewing it a couple of month's ago and it's definitely a game worth getting excited about. There are also four runners-up prizes of copies of the game, so there need be no cause for tears if you aren't lucky enough to scoop the jackpot.

As for the tough questions, well two out of the three answers are contained within Steve's review of the game in AA issue 56, so a bit of research is all that is required for regular readers to give themselves a better chance of winning.

Once you think you know the answers to the following questions, fill in the coupon and send it to the address indicated. What could be simpler than that?



1) How many adventurers can you choose from in the game, Legacy of Sorasil?

- a) six
- b) seven
- c) eight

2) What is the name of the land you are trying to free from the grip of evil?

- a) Rhia
- b) Ostrich
- c) Emu

3) What part does Oakheart play within your party?

- a) Fighter
- b) Ranger
- c) Cleric

DEAD TRICKY COMPO

1 _____ 2 _____ 3 _____

Name:

Address:

.....

Postcode:Age:

Team:

Send your entries by 7th June to 'Dead Hard', Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

ACTION REVIEW PLATFORM



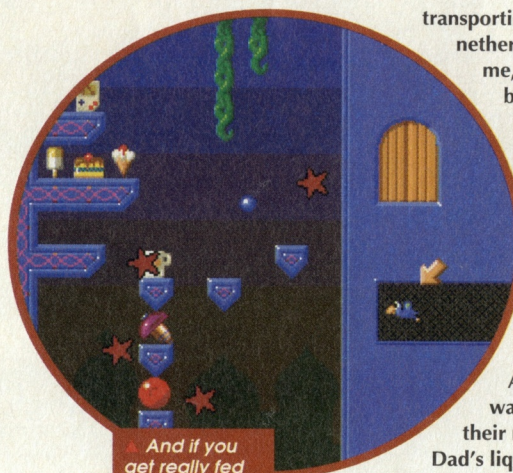
◀ Various routes can be taken through the screens, some rather more pointless than others



▶ It's more fun with two! In fact, the game is exactly the same but that keen sense of competition we have here is very enjoyable nonetheless

NAUGHTY ONES

How many times do you need telling? Mummy will smack you next time – there'll be tears, you mark my words



▶ And if you get really fed up you can always have a quick go on your gameboy

transporting them into a bizarre netherworld from which only you (or me, in this case), can get them back, blah-de-blah-de-blah.

[Doubletake.]

Playing with a rubber ball? In a field? Wondering who to "tease"? That's not bloody naughty, and this is where I come in.

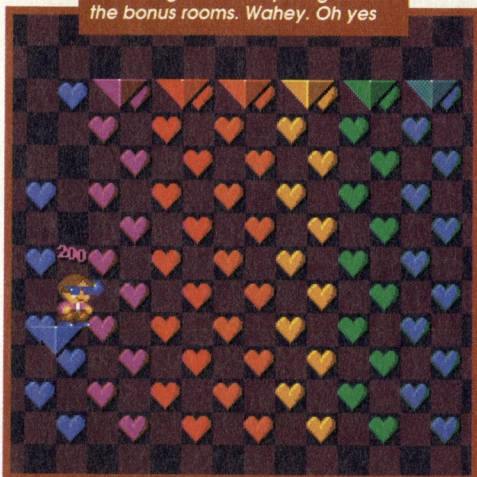
For starters, if someone's naughty you don't have them in a field. You have them in a stolen Astra, or maybe in a disused warehouse getting drunk with their mates on whisky stolen from Dad's liquor cabinet. At the very outside you have them on a factory roof nicking lead. And you don't give them a rubber ball either.

If they have to be playing with anything it's got to be something much less innocuous than a bouncy moulded sphere of man-made materials. Why not a policeman's helmet, or some Japanese throwing knives? Even a box of matches would do the trick, but not a rubber ball, please.

Naughty but nice

Also, if you're really naughty, you don't tease people, you terrorise them – or at least make them feel distinctly uncomfortable. Jim and John should have been taking the pocket money off one of their more unpopular classmates – maybe even pinching his trousers. They should have been playing knock-and-run after midnight down at the sheltered accommodation. They should have been wrapping fresh dog deposits in newspaper, setting fire to the parcel and leaving it on the doorstep of the local parson – remembering to knock first – then rolling around in glee behind a nearby parked car as he rushed to the door and stamped on the burning bundle in his stocking feet.

▶ Points galore are up for grabs in the bonus rooms. Wahey. Oh yes



I'm wasted here. Whoa! Come back, put down the phone, stop flicking to the front page for the name of my immediate superior! I mean my talents are wasted. In this place. Doing this job, see? What the hell else did you think I meant? Shee.

Video game introduction scripts are where fame and fortune await me because I'm sure I could do a better job than most. Take this game for example. Naughty Ones yeah? Now unless the programmers have come up with some sort of pixel-related binary treat, then the operative word is surely Naughty – as in, 'a bit bad'. But check this.

Jim and John are the Naughty brothers. Whatever else happens to them during the course of the game and this review, let's just concentrate on that for now. Storyboard has it that during the school summer holidays the shade-wearing siblings were playing with a rubber ball in a field near their home, wondering who to tease, when a strong wind blew up and a powerful beam of light descended,

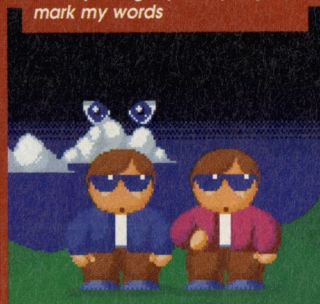
Playing with rubber balls eh lads? Not exactly Satan's children are you?



It's not as if you even throw them at old ladies or anything...



But you'll get yours, just you mark my words



Now let that be a lesson to you. More malice next time



See? – I would have sorted the story out.
Prod. Ed.'s note: The situations detailed above are used purely as examples of behavioural disorders, and it is not the intention of AA to condone these in any way. The fact that the reviewer apparently knows a great deal about the things of which he speaks is slightly worrying to us too.

Of course, I couldn't have programmed the game. We'll leave that to the experts. More time spent doing Computer Studies homework and less spent kicking coppers' helmets around on factory roofs might have heralded a different story, but I

wouldn't want to alter this much anyway. Melon Design have done a truly excellent job.

A demo version of Naughty Ones has been knocking around for ages, and back when we previewed it things were certainly looking promising. But it isn't until the full game is experienced that you can truly appreciate what a wonderfully simple concept it is, and more importantly, how well it has been carried out.

Naughty Ones boasts nothing – a great big zero – in the originality department. We've all seen single screen scrolling before, and there isn't a

gamesplayer on the planet who isn't familiar with cute characters, primary colours, bonus objects, hidden levels and extra lives. The fact that the screens move in four directions is nice, but again, it ain't exactly rocket science.

Very nice

So how come two people spent an entire Thursday afternoon playing the game, and, come five o'clock, were reluctant to leave until their lives had run out? Furthermore, we need to ask why these two people



were the envy of at least one other member of staff, who neglected the review he was midway through to spectate for well over an hour.

I honestly can't explain it – I don't fully understand it myself. OK, there is a two player option and since the game is played one screen at a time, there is no waiting for your partner to catch up so you can move on to the next bit. Also, with everything in view at once, you can set off in different directions on the screen, kill baddies and collect keys (used to open the hidden door into the next screen) separately, and genuinely feel that you are working together.

On the other hand, you can treat each new level as a race for the most points and bonus lives. The sprites are small and everything is well drawn and very simple, and consequently you rarely get in each other's way.

But that isn't the full story – it's just as much a joy to play alone. The enemies are indicative of the five worlds you are in: mummies in Evil Egypt, clocks in the clock level. They're always in the same place, their movements are predictable, especially in the early levels, and most of them don't stray far.

If all this sounds as though I'm questioning my reasons for daring to like the game then I am, but I think I've got the answer. It's just... the whole thing.

Naughty Ones isn't about speed, size, raytracing or rotoscoping. It's about skill, and to some degree thought, those good old fashioned attributes that go hand in hand with gameplay. There are no passwords, so you'll find yourself trekking through

the same levels time and again. The position of the enemies in these already-conquered stages will become etched into your brain, as will the location of the bonus items, and after a few times

through you'll know just how to access all those hidden areas.

But there is always something more – a fireball coming from a pipe that slipped your mind, or maybe a lever on the last screen which you forgot to toggle, and subsequently can't continue until you go back. Er, if you get what I'm saying. I know those early levels like a brother now, but I'm still perfectly happy to zap the same enemies again and again on my way to the unknown territory at the end.

This is the way games should be made, and if you're a platform cynic or a disillusioned platform fan, give Naughty Ones a try and it will bring back the sparkle to your gaming life. Probably.

THIRD OPINION

Hush now 'cos I'm going to be controversial. I really didn't like it. We've seen it all before, executed much better. It's far too simple to complete, the characters are small and the gameplay is maddeningly frustrating.

OPINION BY: Chicken

DIFFERENCES

A 1200 and CD32 versions boast 252 colours. I wish there was more I could tell you because I'm struggling to fill out this box now. Have you booked your holidays yet? What motor are you driving these days?



The grey dustbin thing is a mad mechanic. Known to his mates as Spanner, no doubt



Very handy things lifts. Save many a life they do

THE LOW-DOWN

PUBLISHER: Interactivision
CONTACT: 0727 868005
H.D. INSTALLABLE: No
PRICE: \$25.99

SCORING

GRAPHICS	80%
SOUND	78%
PLAYABILITY	88%
DIFFICULTY	Easy

It doesn't quite make 90 for two reasons. One, it is pretty easy and would have benefited from timed levels or the addition of at least one more world. Two, in our copy, there are a couple of little bugs at the end of the later levels where a stupidly placed jump results in an infinite vertical scroll/inability to move, and the effective end of the game. I was screaming and the game didn't cost me a penny. But that just shows how addictive it is.

REVIEWED BY: Paul

SECOND OPINION

Extremely addictive though Naughty Ones may be, in the end it is far too easy for its own good. That's all very well for us reviewers, but not the best value for money at twenty five quid.

OPINION BY: Neil

OVERALL SCORE

86%

ACTION REVIEW UTILITY

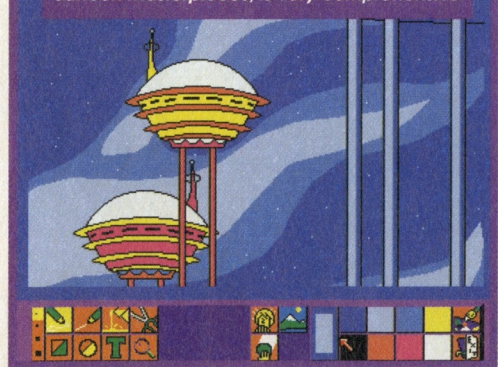


Thinking Hanna and Barbera were two Swedish girls, Paul McNally jumped at the chance to have a play in their workshop!

THE HANNA-BARBERA ANIMATION WORLD

Okay so it's not a game but let's keep an open mind because your Amiga is capable of other things you know! When reputable software company Empire came to us and asked us to take a look at their new animation package aimed at the younger end of the market we decided to see just exactly how arty we could be and put our joysticks down for a while (oh please!).

▼ The toolbox, with which you create your cartoon masterpieces, is very comprehensive



Being aimed at a younger audience suited me just fine and so, flexing my mouse finger, I booted up knowing that within minutes I could be creating cartoons featuring my heroes like Scooby Doo (please note that Scooby Doo is no longer a hero of mine, it was just a childhood thing!).

Right, down to business. Empire have obviously spent a mint on the packaging. It comes in a huge box that really does sell the product. The manuals are concise and the program fits on two disks. What more could you ask for?

Anyway once everything had loaded I was faced with a menu screen where everything was icons. Not a single word was to be seen. In fact everything is controlled by clicking on simple pictures. Some are simple enough to work out, like the bin or the filing cabinet. But there is no universal symbol for Animate Picture so it is unlikely that you'll get by without the manual.

Child's Play

Of course, if you have a young mind (pause for wave of insults), it could be that this system will work well for you. It helps that the manual is well laid out and

▼ Several comedy cartoon animations are included to show what you could achieve yourself, were you any good that is



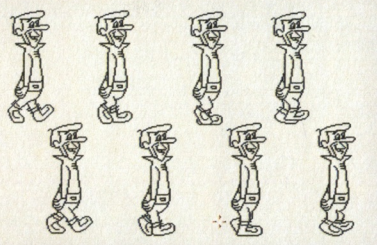
▼ Can you guess which picture was drawn by a member of the AA team? I can't



clear. All it takes is a little patience and practice with the examples that come on the disk and you'll soon be laughing.

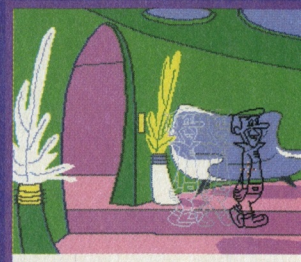
It's difficult to constantly keep in mind that this is for kids. Ease of use has definitely been targeted as a key area and Empire have achieved this with the innovative system employed.

▼ The background on which the animation will take place



▲ George Jetson prepares to stride across the screen

▼ There he goes. Hopefully he's going to redecorate



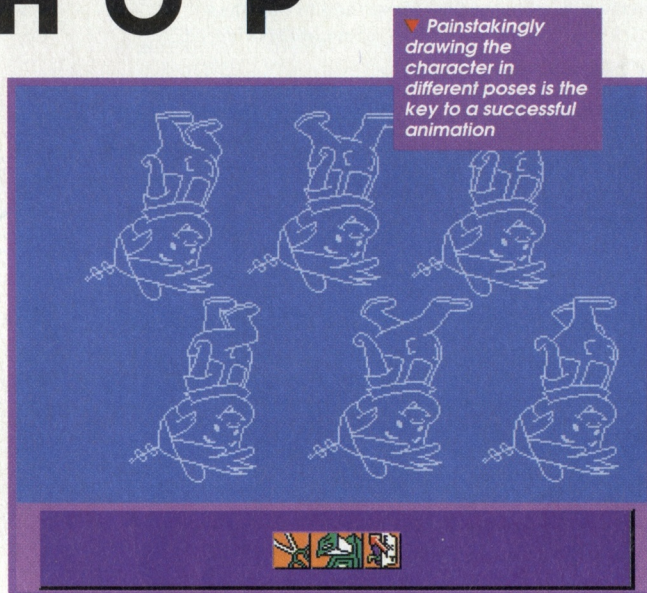
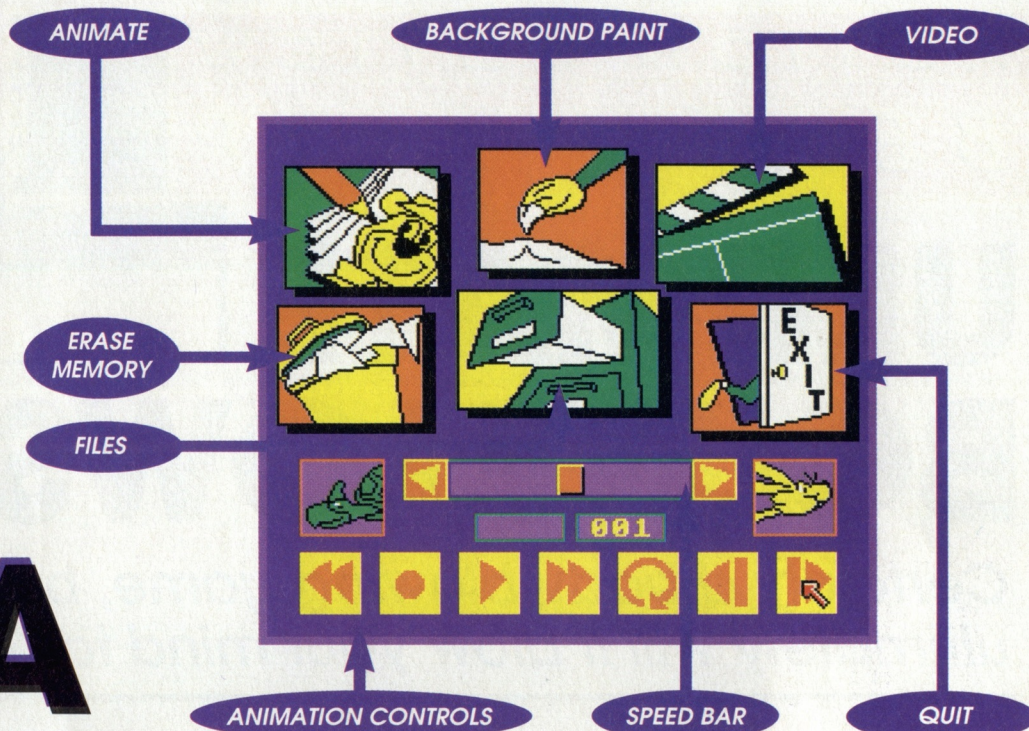
▲ A simple concept allows you to animate smoothly



BARBERA WORKSHOP

An ability to draw with a mouse is always handy with packages such as these since there is a limit to how many times you can use the artwork supplied before getting bored with it. On the disks you'll find plenty of The Flintstones and The Jetsons stuff including some animations that have already been prepared for demonstration purposes. The step-by-step tutorial will have Barney Rubble merrily skipping across the screen in next to no time. Having practised with this a few times to become familiar with the process, it's then on to creating your own cartoons.

Some professional techniques can be employed but they are all presented in a way that is easy to understand even for youngsters. That's not meant to be patronising. I didn't have a clue what onion-skinning was before playing around with this and now I can onion-skin with the best of them!



There is a great deal of satisfaction to be gained from finishing off something that you're proud of and if you're prepared to put in a lot of effort then this Animation Workshop will reward you or your kids greatly. All it takes is patience. If you have that then quality animations will soon be yours.

Of course, there is no real purpose to it all as once you've finished your sequences, there's little else you can do with them, although perhaps that is not the point.

A brief history of how Hanna-Barbera became a household name makes this more of a learning experience too. There are plenty of tips on what makes a good animation throughout the books and as an introductory package you really can't go wrong with this.

If you want your kids to do something a little more constructive with their Amiga, or if you are a kid yourself, then the Hanna-Barbera is as good a place to start as any.

THE LOW-DOWN

PUBLISHER: Empire
CONTACT: 081 343 7337
H.D. INSTALLABLE: Yes
PRICE: £44.95

Certainly an impressive looking package from box right down to software. It'll stand out on the shelves and once you have it up and running the kids will love it to bits. It's simple to use with a cartoon-style icon-controlled interface throughout. At the same time it's intrinsically limited in the catalogue of clip art available. Though the characters are delightfully witty and accessible, you'll soon find you want other playmates and importing your own animations requires hi-tech equipment. It is aimed at the younger end of the market, so this can be excused to a certain extent. We're not going to give it a score because it would be unfair as it will appeal more to certain age groups but rest assured if you're looking for an introductory animation package you can't go wrong with this.

REVIEWED BY: Chicken

SECOND OPINION

A fun, easy-to-use animation package that's instantly appealing through its popular H-B licences of Scooby Doo, The Flintstones and Yogi Bear. It successfully lays claim to the middle ground between professional animation techniques and the lighter side of cartoons.

OPINION BY: Steve

ACTION REVIEW BEAT'EM-UP



▼ Phantom unleashes his special spinning balls down on to the futuristic Techno

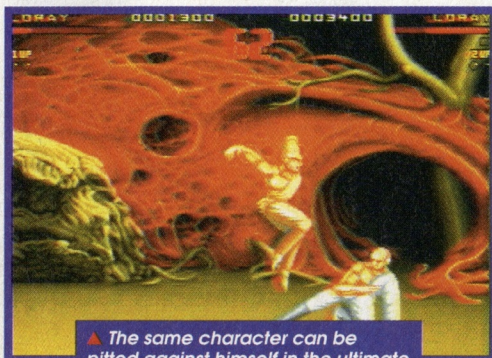


ULTIMATE BODYBLOWS

Certainly a body blowing game, but ultimately will it blow your mind too?



▲ He's big, fat and Dug. Watch for his earth-shaking special moves or you'll soon be dead

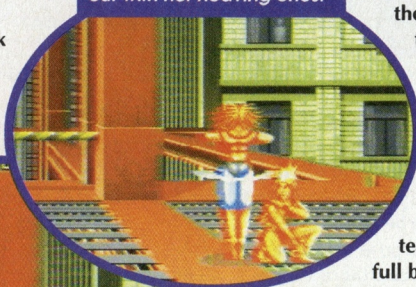


▲ The same character can be pitted against himself in the ultimate test of skill and judgement

Fact one: Bodyblows and Bodyblows Galactic are arguably the best-selling beat 'em-ups for the Amiga to date. Fact two: The Amiga CD32 is an ever more popular console. With these in mind, it had to be a sensible move to combine the two to make the ultimate game. Mixing two different ingredients together doesn't necessarily mean they will work as well as you think, but

▼ Junior the programmer thoughtfully coded himself into the game so you can play as him

▼ Maria returns from the first Bodyblows to battle it out with her heaving chest



software publisher Team 17 and programmer Junior McMillan have tried to take the reasons for the runaway success of Bodyblows, add to them and stick them on a shiny disk. A mammoth task indeed.

Characterful

The Ultimate Bodyblows is the culmination of that work and sees all the characters from both floppy games appearing and battling it out against each other over 12 backdrops (nine of which are completely new to this version). Anyone who's familiar with Bodyblows will know that the Amiga's one button joysticks were limiting to say the least compared with SNES or Mega Drive multi-button pads. The CD32 suffers no longer as its buttons are allocated a function, which in turn makes playing the game more enjoyable.

There are now 23 characters involved in the game – 22 of which can be controlled by the player – making it the largest fighting frenzy on the Amiga.

The other innovation is the introduction of 'Tag Team Mode'. This allows a team of fighters selected by the player to fight it out against a team picked by someone else.

Up to 21 members can be included in your team.

The way it works is that the first two fighters square off and fight to a finish. The winner stays on to battle the next member of your opponent's team, with his energy at less than full because he's already been beaten up. The winner is the team that has the last man standing! This nice touch obviously means learning the moves of several characters is essential. Other features include digitised speech for all the characters and 16-track digital stereo music (apparently!) which hammers away in the background while the fighting goes on and a turbo mode which allows you to speed things up to a wrist-achingly fast speed for more of a challenge.

At a standard CD32 price tag you can't really grumble because there's no competition in the same class for the machine yet. Guaranteed to provide Team 17 with yet more Amiga success.

THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 291867
H.D. INSTALLABLE: No
PRICE: £29.99

S C O R I N G	
GRAPHICS	93%
SOUND	88%
PLAYABILITY	86%
DIFFICULTY	Variable

Ultimate Bodyblows is a good Amiga game that has been enhanced sufficiently to make a CD32 release very worthwhile. Other consoles have Mortal Kombat and Street Fighter II, but this isn't quite the same. Remember that those other two games came from the arcade and this came from a home computer. Far and away the biggest and best beat 'em-up on any Amiga format. Hours of frantic bashing for £30. Can we complain?

REVIEWED BY: Chicken

SECOND OPINION

I was never a big fan of this series and to be honest Ultimate Body Blows hasn't changed my mind. I know many people like them, but I'll be sticking with Mortal Kombat.

OPINION BY: Steve

OVERALL SCORE

90%



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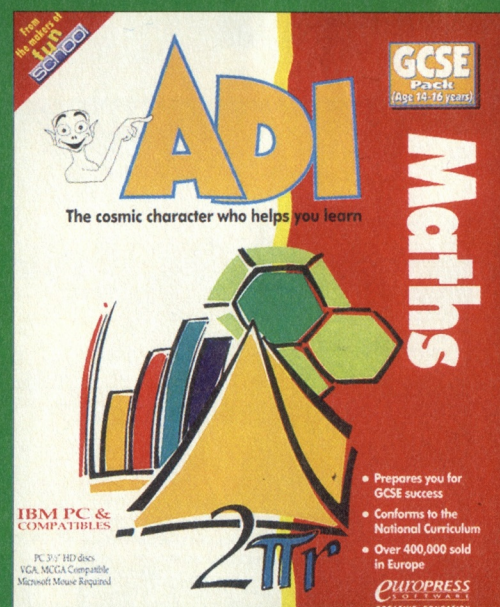
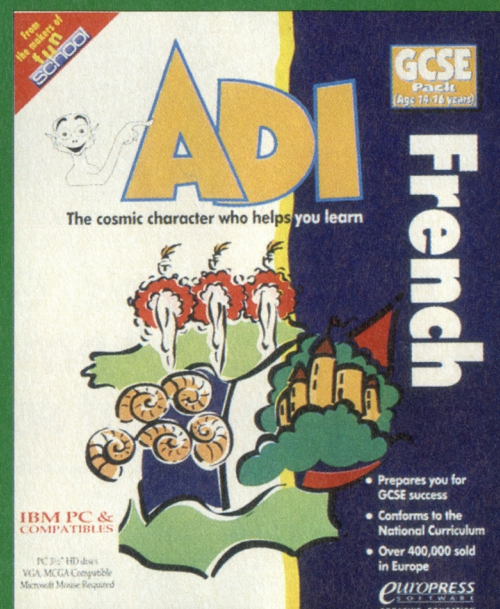
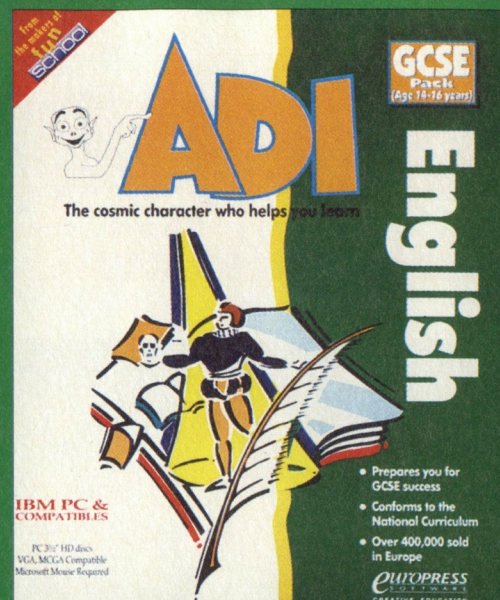
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ACTION REVIEW SHOOT'EM-UP



▲ Okay readers it's judgement time. Anyone not taking out a subscription to AA will receive the above treatment

Everybody over the age of 15 will remember something about the Falklands conflict, the glorious homecoming of the task force, the "Gotcha" type headlines in the tabloid press, or maybe just the endless procession of extended news bulletins from the BBC. Likewise the conflict in Grenada between US troops and the army of that funny pineapple-headed bloke will also stick in the memory as one of those many occasions in the '80s when the world seemed to be heading for imminent world war and disaster.

So, that just leaves Majipoor. Where? Well to be honest, it may or may not be a fictitious location (my geography was never that strong), but Virgin have plucked this island from obscurity to form the backdrop to their much delayed helicopter shoot'em-up, Apocalypse.

Heavily armed rebel forces are massing on this tropical island after a bloody coup which saw them take control by force. Your best mate is amongst the hundreds of prisoners of war who have been



▲ One swift press of the machine gun trigger and the watchtower in front of your chopper bursts into flames

captured and are being held on the island, so it's time for you to take off to the skies in your super charged helicopter and save your friend, and the rest of the world, from the inevitable.

I must admit that I was quite looking forward to playing Apocalypse, what with the absolutely excellent Desert Strike, and the more recent release of the totally addictive Seek & Destroy (hurrah! - Paul) still fresh in the memory. So I was a little disappointed to discover that this newcomer on the scene made use of a horizontally scrolling background rather than the more preferable overhead or 3D view.

Not prepared to let this factor dampen my enthusiasm too much though, with a swift look at the mission briefing, I was thrust into the cockpit of my helicopter and sent deep into the dense jungle of that mystical island Majipoor.

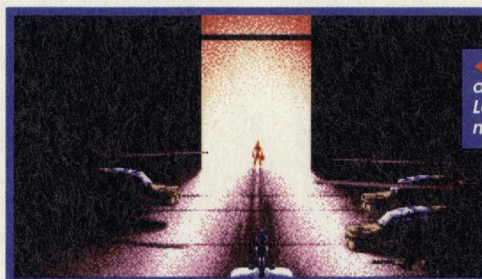
The Falklands, Grenada and Majipoor all have something in common, but spot the odd one out

APOCALYPSE



▲ The variety of weapons available to you means that the destruction of these huts represents only a passing problem

Now this gun has the annoying habit of being able to reach your helicopter even when it isn't on the screen. Annoying or what?



▲ A whole fleet of helicopters await your entry into the fray. Losing one life doesn't necessarily mean the end

▼ Hal Eat flame bad guy. My guided napalm missile made short work of this character





You know that things aren't looking too good when you come across characters like these

Your operations base is located deep in the jungle of Majipoor. Rescued POWs must be brought here to safety

On this occasion things have ended in disaster. There are no parachutes on board so death is inevitable for the crew

Not only are there the obligatory enemy helicopters to cope with on the later levels, there is also the odd tank thrown in for good measure

Once in the air, the animation of the helicopter, the rotor blade sound effects and the multi-layered parallax scrolling of the jungle background make for an adequate representation of flight. However, the control was not as slick as perhaps it could have been, and at times the helicopter's sluggish responses were the cause of many a tut and sigh as once again I was brought crashing to the ground by enemy fire.

This isn't to say that the rest of the game isn't up to scratch though. The gameplay is fairly fast and frantic (toggling between available weapons is via the keyboard), and there are just the right amount of mid-level lulls thrown in to keep things from becoming too hectic.

Prisoners and enemy soldiers alike are thrown into the action once you have blasted their thatched-roofed abodes into flames, and it can be quite a headache at times dodging enemy soldier's fire whilst trying to land and pick up the POWs. Enemy helicopters are there to make things even more difficult, and the appearance of boats and enormous artillery guns do little to aid your cause.

Now?

In some respects, Apocalypse reminds me of Cannon Fodder. The enemy soldiers and POWs are small, even comical characters, and the way they leap in the air when they have been hit is more or less identical to Virgin's current blockbuster.

I was convinced that the first of the five levels of Apocalypse would present me with few problems. The first level of any game is always made easy just to get you into the general flow of things, isn't it? But that is far from the case here.

Flying around shooting aimlessly is the way to proceed in most shoot'em-ups, but Apocalypse requires a little more subtlety. Blowing everything in sight twelve feet up in the air is an essential part of the gameplay, but it doesn't pay to ignore the scurrying blokes on the ground.

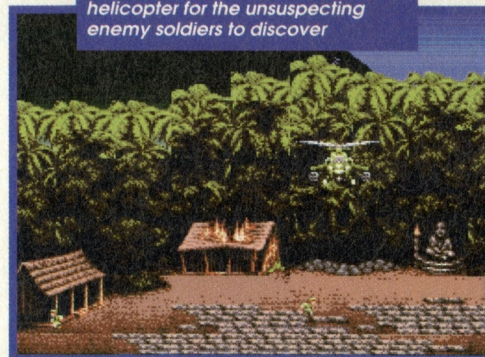
Some enemy soldiers come equipped with handheld rocket launchers which they take great delight in pointing in the direction of your chopper, while others will take pot shots at the stranded POWs,

leaving them badly wounded. Fortunately, a handy two-man stretcher team is stationed at your base for just such emergencies. Pick up this brave duo back at HQ and then return to the site where the POWs lie screaming in agony, and a stretcher will be dispatched from the helicopter in double quick time to rescue the injured.

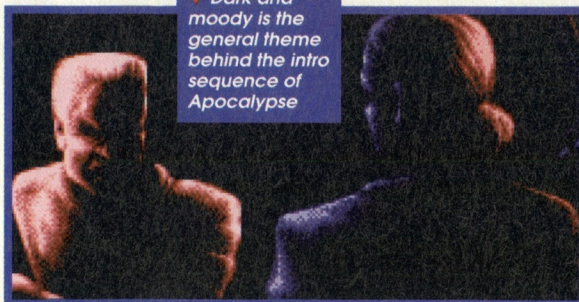
Enemy helicopters pass by at frequent intervals, and their strafing runs can prove costly not only for the POWs, but also for your helicopter. It's very easy to find yourself in the line of fire if you get preoccupied with rescuing your desperately waving allies.

Each level is alarmingly tricky to complete, and this makes Apocalypse a very frustrating game to play. This would be all well and good if the rest of the game made up for it in some other way, but unfortunately I'm not convinced that it does.

Mines can be dropped from your helicopter for the unsuspecting enemy soldiers to discover



Dark and moody is the general theme behind the intro sequence of Apocalypse



THE LOW-DOWN

PUBLISHER: Virgin
CONTACT: 081 960 2255
H.D. INSTALLABLE: No
PRICE: \$25.99

S C O R I N G	
GRAPHICS	85%
SOUND	83%
PLAYABILITY	73%
DIFFICULTY	Tricky

We've been spoiled a bit lately by the people at Virgin. Mortal Kombat has proved itself as the top beat'em-up on the Amiga, Cool Spot has breathed new life back into the much maligned platform character, and Cannon Fodder has been... well, just Cannon Fodder. With standards such as these, it isn't too difficult for an average game to appear worse than it actually is, and I can't help feeling that this is the case with Apocalypse.

REVIEWED BY: Neil

SECOND OPINION

This was due for release about six months ago but production was delayed. I can't see why because, quite frankly, it's no different now to the average blaster it was back then.

OPINION BY: Paul

OVERALL SCORE

75%

System Game

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Manchester UNITED

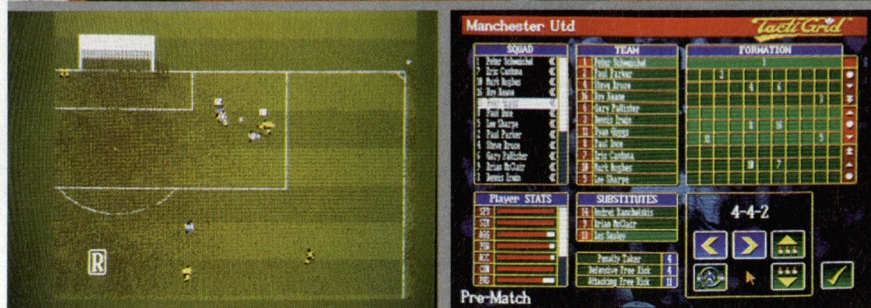
Manchester United won the first Premier League competition and look set to win the second. Whilst the Manchester United team have practised their skills on the training ground, Krisalis' top team of programmers have toiled to perfect a football simulation which will give the player a more realistic reproduction of the football season together with its injuries, suspensions, tactics and careful forward planning that could dictate the success or failure of your chosen team before you have even picked up your joystick and pressed a fire button in anger.

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ACTION REVIEW REVISITED

THE CHAOS ENGINE



▲ The Victorian feel of Chaos Engine is retained for the CD32 version and all the characters are the same

The CD32 version of this classic shoot 'em-up finally makes it onto a CD. Renegade had a lot to beat to make this a worthwhile exercise as the Bitmap Brothers' Amiga version was simply stunning in the first place. So what's been added? Well there's a nice little intro and some digitised speech to go with it but that alone hardly makes it

worth buying if you have the original in the first place.

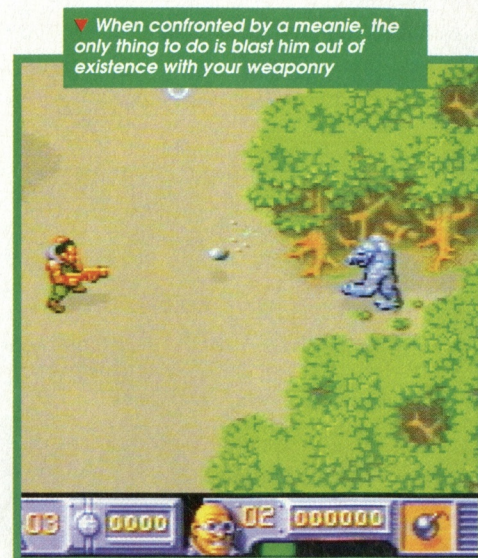
Just to recap on the story for those new to the game, a large machine called The Chaos Engine has been created by some madman and he is using it to slowly destroy the planet. You have to choose between six characters and join in the fun with the aid of either a friend, or a very intelligent computer player.

When it actually starts, the majority of features are the same, although surprisingly the sprites are ever so slightly smaller than they were the first time around. This is obviously something to do with the system but thankfully it doesn't detract from the gameplay too much.

The only other thing experienced Chaos Engineers will have to get over is the controls, which are slightly more difficult to get to grips with on a joypad. Once you're used to them, the game is as good as ever. If anyone can beat this then I'll be nicely surprised.

REVIEWED BY: CHICKEN

PUBLISHER: Renegade PRICE: £25.99



▼ When confronted by a meanie, the only thing to do is blast him out of existence with your weaponry

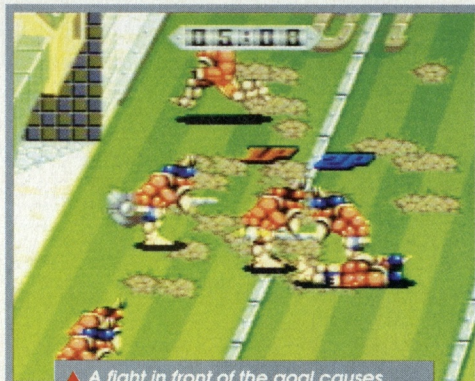
C D 3 2
ORIGINAL SCORE
92%
UPDATED SCORE
92%

BRUTAL FOOTBALL

Once again Millennium have done a good job of getting a product already acclaimed in the computer press onto a CD and improving it. To be honest, I wasn't a long term fan of this the first time around as there were a few too many niggly factors to put me off. The problems remain for the most part but the addition of a heavy metal soundtrack and an intro help to make up for it all.

In case you aren't sure what's supposed to be going on, Brutal Football is the first in the Brutal Sports series of games which feature mutant creatures tearing each other apart while playing games. The actual football content is a cross between American football and rugby with a bit more gore thrown in for good measure.

Initially there'll be mass confusion, as it's quite tricky to follow the ball and your players round the



▲ A fight in front of the goal causes problems for the keeper

field but there's a great deal of enjoyment to be got out of the affair once you get used to the speed. Some of the computer-controlled teams are exceptionally difficult to beat and there are several whoppings to be had before you'll get so much as a sniff of victory.

Even with the appearance of this CD version, I'm still not convinced that it is for me. I

found my eyes bleeding after a few minutes as you really do have to stare hard if you are to keep up with the proceedings. It's better than the original Amiga version but I wouldn't have given it quite such a high mark in the first place. A very original and enjoyable game all the same though, and well worth a look at.

REVIEWED BY: CHICKEN

PUBLISHER: Millennium PRICE: £25.99



▲ Player Two has the ball and races upfield towards the goal mouth

C D 3 2
ORIGINAL SCORE
87%
UPDATED SCORE
82%

GUNSHIP 2000

What can you say about Gunship 2000 that hasn't been said already? That it's now out for the CD32, that's what. Arguably the best helicopter flight sim for the Amiga now has a new battlefield to play on and by the look of things this only has Thunderhawk on the Mega CD to compete with.

The whole project has been totally revamped for the CD and a tremendous job has been made of

the conversion. The intro has been specially developed and is nothing short of stunning. It really ranks amongst one of the best I've seen to date.

From here on the improvements come thick and fast. The program runs at about 30% faster than the original PC version. There are plenty more colours on screen at any one time and the whole thing is actually much easier to control due to the multi-button joystick.

Obviously, when you put a game such as this onto a console, it takes away the need for complicated keyboard overlays and the like, and thus turns it slightly more towards a shoot 'em-up style. It is a stunning achievement that is destined to do very well indeed for MicroProse and indeed the CD32.

Finally the quality of the products are improving, making this machine worth having in your home.

REVIEWED BY: CHICKEN

▲ The CD32 version of Gunship 2000 greatly surpasses any other with its speed of play, greater range of options and stunning introduction



▲ The hangar is the target for this raid. The stealth of your gunship must be employed or you won't get anywhere near to your destination



PUBLISHER: Renegade PRICE: £25.99

C D 3 2

ORIGINAL SCORE

91%

UPDATED SCORE

94%

GLOBAL EFFECT

▼ Many different surveys can be carried out on the land. Graphs of virtually every statistic can be brought up at the click of a button

Another Millennium release for the CD32 sees you taking on the role of world leader with a rising amount of problems on your hands.

It's been a couple of years since it came out on disk and it has undergone several key changes during the rather long transition period.

The most obvious of these is the new interface which has been designed with user-friendliness in mind. Originally the game was complex to get into but now it's easy to swap between sections.

Combat action is supplied too with regular attacks on your strongholds by enemy forces and they all have to be repelled unless you want to lose the game.

Add a little pollution into the equation and you'll have more than enough meaty problems on your plate to keep you busy.

There is no denying that this is a strong strategy game and also that it is in an, as yet, relatively untapped market. Millennium could do okay with this as a lot of people will not have played it before, and even those who have will enjoy the changes that have been made.

The whole interface fits in nicely with the new console appeal and the revamped game as a whole gels together quite nicely. A different kind of game for the CD32.

REVIEWED BY: CHICKEN

C D 3 2

ORIGINAL SCORE

93%

UPDATED SCORE

85%



PUBLISHER: Millennium PRICE: £25.99

We're always telling you what we think of games and thrusting our opinions down your throat. This is the section where you get your say in the matter – and my, you have plenty to say. Take it away readers, we love you

WIZKID

Ocean

Reader Reviewer: No name, East Sussex

Quite simply Wizkid is brilliant. One of the funniest games on the Amiga, the graphics and sound are great too. Sticking an asteroids section in at the end of what is essentially a puzzley game is a bit of a crime, but Wizkid is a success.

Graphics: 88%

Sound: 85%

Overall: 91%

Summary: Please don't forget to include your summary or we are left with an embarrassing gap like this one here.



MANCHESTER UNITED PREMIER LEAGUE

Krisalis

Reader Reviewer: C Berburg, Litherland

MUPLC is certainly more realistic than Sensi and looks and plays just like a real game. No ridiculous goals and you can even foul the goalies. The TACTIGRID enables your team to play any conceivable formation and decide how far each man moves up and down the pitch.

Graphics: 90%

Sound: 80%

Overall: 95%

Summary: We have now moved on from Sensi. A must for any serious player/manager.



POLICE QUEST 1

Sierra

Reader Reviewer: Simon Butters, Blackpool

I bought this game on the strength of the budget review and must warn everyone else on the planet, don't buy it, it's completely rubbish.

Graphics: 01%

Sound: 01%

Overall: 01%

Summary: The most outdated game ever in the history of outdated games.

FRONTIER

Alternative

Reader Reviewer: Darren Cartwright, Birmingham

Incredible is the only way to describe David Braben's epic sequel to Elite. It is impossible to get bored of it because there is so much to do. Even after weeks of playing I am still learning new things. The best ever.

Graphics: 90%

Sound: 90%

Overall: 96%

Summary: You cannot afford to miss out on this at any cost.



NAUGHTY ONES

Kamput

Reader Reviewer: Karen Francis, Luton

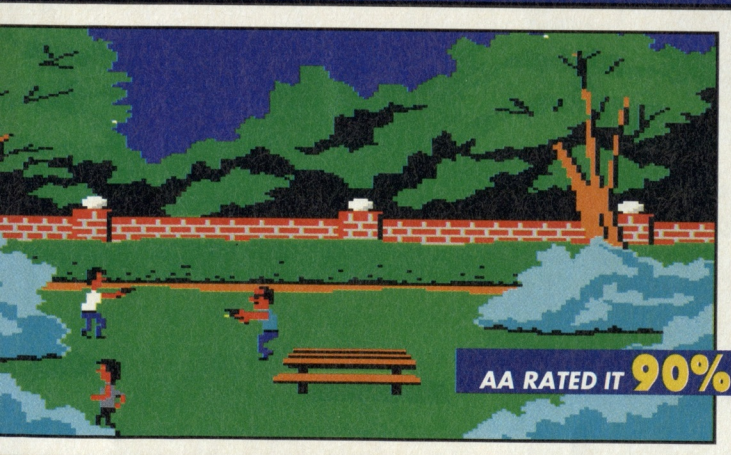
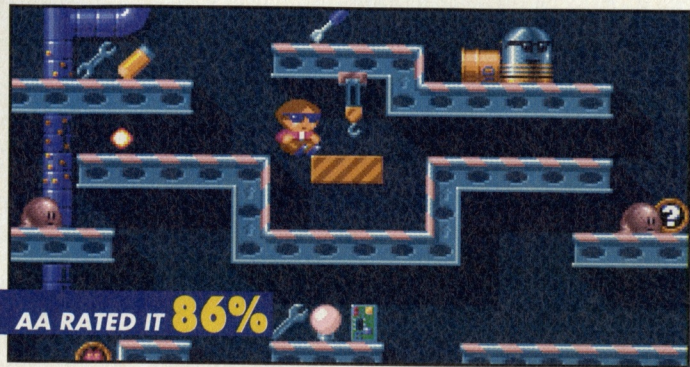
A superb game, especially in two player mode, although I'm sure many will be put off by its apparent simplicity. There are hours of fun to be had playing with your Naughty One, and the game's quite enjoyable too!

Graphics: 70%

Sound: 79%

Overall: 94%

Summary: *Buy it immediately, or else, don't.*



SUPERFROG

Team 17

Reader Reviewer: Les Kabalski, Czechoslovakia

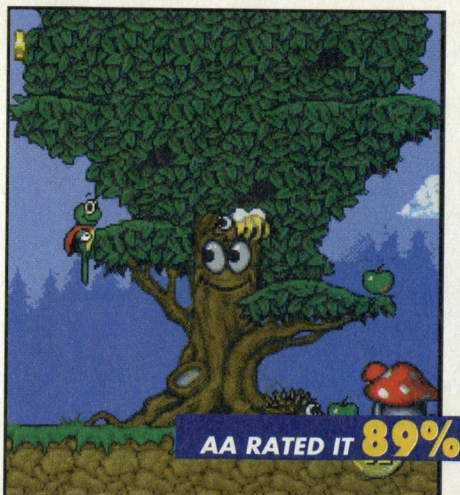
Superfrog is good platform. Hippety-hop, don't stop. You like frogs? Crockerty-croak. Do friends like frog? Yes, buy Superfrog. Graphic is strange but fun. Sound is like Amiga Action.

Graphics: 82%

Sound: 73%

Overall: 84%

Summary: *Give the word Superfrog.*



DINOSAUR DETECTIVE AGENCY

Alternative

Reader Reviewer: T Kwang, Chelsea

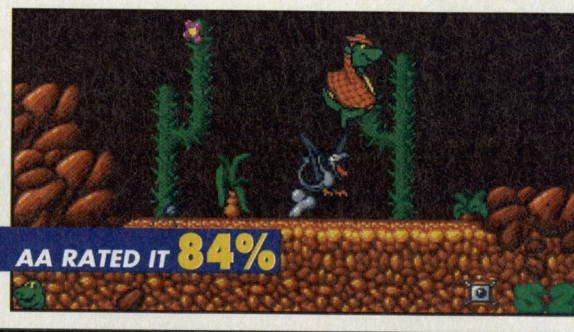
It may not look pretty but gameplay is there in abundance. Sherlock Ness' exploits are fun and will appeal to most gamers, and certainly those of the younger variety.

Graphics: 65%

Sound: 80%

Overall: 80%

Summary: *Good, clean fun for all.*



CANNON FODDER

Virgin

Reader Reviewer: Lilius Stone, Belgium

Great sound effects and music. Fun to play and immensely addictive. Can be very annoying to control because they're always running into things, but there is enough to keep you playing.

Graphics: 81%

Sound: 89%

Overall: 88%

Summary: *Something not to be missed.*

AA RATED IT **89%**

Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!

WALKING TH

For each person paying £25-£30 for a game, there are dozens who aren't. Our roving reporter spent three months investigating piracy

BY: **BRAD BURTON**

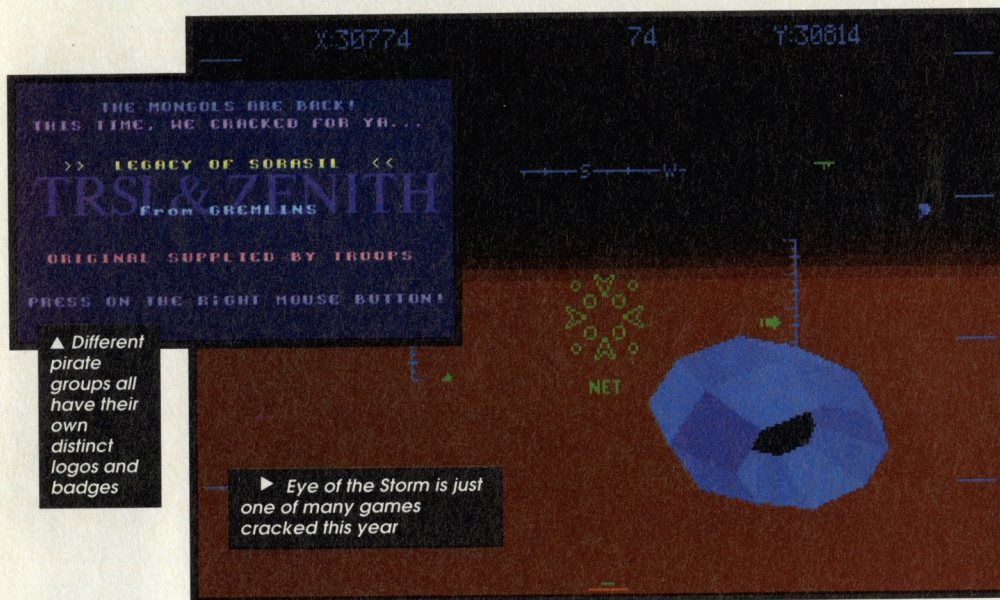
Month 1

Month after month, in the classified sections of various magazines, dozens of Amiga owners request contacts to swap the 'latest tips, cheats and games'. I wrote to around 10 of them at random and a week or so later received my first reply, from a guy based in Glasgow who claimed he owned 'over 2000 disks packed with the latest warez'. He would swap on a one [disk] for one basis or, if I had no new stuff he'd sell them at the bargain price of £3 a disk.

It was a start. I ordered a couple of the newer games from the warez list which accompanied his first letter, two of which we at AA had only seen at the preview stage. Now if the UK's best selling Amiga magazine hasn't even seen the finished version, let alone reviewed them, then there's no way this guy would have them. At least that's what I thought.

But three days after posting the envelope I received my games, all of which were 100% versions as far as I could see. This was rather disturbing. It meant the 'product' was openly available on the piracy circuit for a few quid way before its official release date. Imagine the impact on sales. Even more disturbing was the fact that the leak must have come from the programmers or indeed somebody involved in the publishing of the game.

I later received replies from two other contacts who both claimed to have giant collections of copied warez. Now either all these people are completely naive as regards the legality of copied software or the powers that be aren't enforcing the law, because with each letter I received, the sender couldn't wait to tell me how big their collection was.



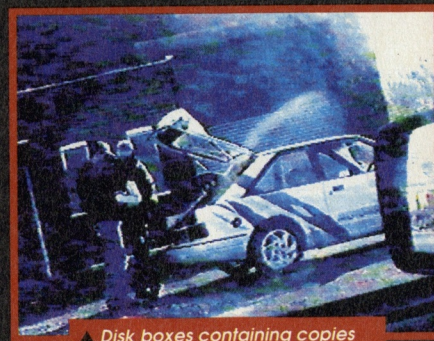
"A message came up as quickly as it was being typed and I knew I was being watched by the sysop, so I had to work fast"



▲ The scene was filmed using a hidden video camera



▼ This is one very illegal car-boot sale in a seedy car park



▲ Disk boxes containing copies are produced by the pirate



E PLANK

Month Two

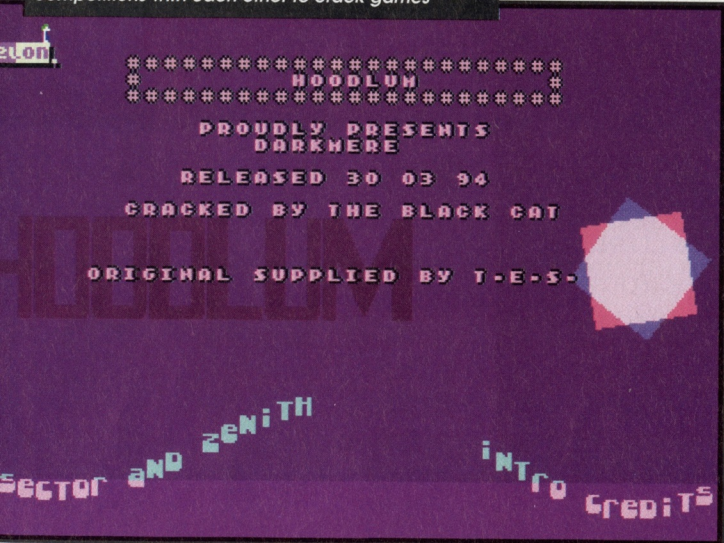
Almost all the pirate games I'd received were slightly different to the versions you'd receive if you bought them directly off the shelf.

These copies, when booted, contained an intro, usually a short demo with a scrolling message. The people behind the intros were members of 'Groups', gangs of Amiga owners who get a buzz from 'cracking' through a game's protection. In turn, a sort of gang rivalry situation arises. This is where it starts getting really silly.

These guys, going by names such as Scooby Doo and The Terminator, start bickering and threatening each other via scrolling messages. I've even read a scrolling message that threatened a rival group with a baseball bat visit. The politics don't end there though. The arguments range from who cracked a particular game first, all the way through to group members' programming skills.

On each of the intros were several BBS numbers, some of which were based in Europe and the US. So with the hottest warez only a phone call away, I decided to log on to one of the American boards and see what it was all about. On bonafide public

▼ Using tough-guy team names the groups have competitions with each other to crack games



domain boards you simply log on and give certain details, then you're away. But not this particular one in US.

Logging on...

Not only did I have to leave my full name, address and phone number, I also had to leave a message saying why I should be given access to the board. After that, a message came up as quick as it was being typed and I knew I was being watched by the sysop, so I had to work fast.

He asked me a few questions, and I told him pretty much what he wanted to hear and with boasts of new games I got myself online. I scoured the board's menus, and just like when you get a directory on a floppy, I could see files, hundreds of them. The BBS had a hard disk drive of gigabyte (1000 meg) proportions, with all the games listed in chronological order. Back to the main menu I saw a subscription sub-menu and accessed it.

Here's the deal. For every megabyte of stuff you upload you get a meg of downloading time, gedit? Now if, like me, you don't have access to new warez, you can subscribe for unlimited download time 'at the introductory offer of £30 a month', as the Sysop put it. Perhaps even more alarming was the posting of cardz, openly available and downloadable within seconds. They are primarily

used to call other BBS. A quick call to a UK freephone number would put you in touch with a 'card operator' who, after quoting the leached numbers would automatically patch you through to the number, local, national or international, with no kind of comeback whatsoever, whilst the genuine owner of the card is left with the worry and hassle of a massive bill.

Month Three

Over this period I'd been talking to people from all



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Amiga's succes is due to piracy!

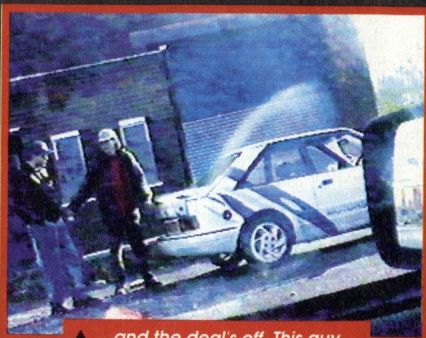
I've been in the computer games industry for well over six years, starting out in retail, right at the height of the Amiga Boom. In 1990, Amigas were outselling their nearest competitor (the Atari STE) 3 to 1, due to superior graphics, ground breaking sound and user friendliness. That's why the public bought the A500s then. But now, in the era of the console, be it Mega Drive or Super Nintendo, the days when the gaming public would pay £100 for Street Fighter 2 are long gone. It just won't wash nowadays.

I think most Amiga owners would agree with me in condemning the outrageous prices of console software. So it's hardly surprising that a lot of the people in this category are packing up their console tents and switching to the Amiga because the games only cost the price of a disk. Sad but true. Dads get games from their mates in the pub for their sons. That's just the way it is.

over the country, and one particular guy known as 'Spyder C' told me how he used to copy thousands of disks and sell them at car boot sales. I told him I wanted 500 disks of the latest stuff 'cos I was looking into doing a car boot sale. He said he'd supply the lot, complete with printed labels, disk bags, some even with instructions, for £500. "You should be able to knock 'em out for a fiver a shot," he said.

I met Spyder C in a car park a couple of miles from Liverpool city centre. Going to a deserted location on your own with loads of cash in your pocket just isn't clever, and besides, this is an Amiga mag, not the Bank of England, so I refrained from taking the sum, taking just a 'ton' instead. I'd already set up a video camera in my car, and the deal was on, or so he thought.

The offer's not good enough...



▲ ...and the deal's off. This guy will get his price elsewhere

▼ And with that the car screams off carrying its warez with it



▲ Do you know this car or this man or any like him? Ring FAST!

I walked towards his sporty-looking XR31 and he extended his hand. In his boot I saw about 2,000 capacity disk boxes. He picked a couple of them up and sure enough he had labels. I offered him £100 for 200 of them, saying I'd be back for more if this lot went. But at this point he lost his rag and, calling me a time waster, he said 'nah sack it' jumped in his car and drove off. I walked back to mine and re-adjusted the video camera. Judging by his reaction, I don't think he was too pleased. Now for somebody such as 'Spyder' to be in the line of business he's in, he obviously feels he's not going to be caught. And the same message came across from pretty much every person I talked to during this investigation.

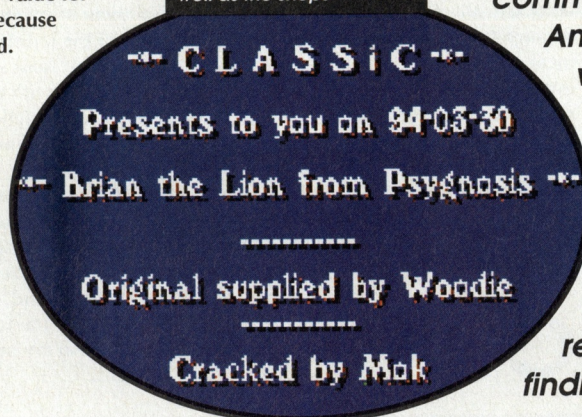
Someone better do something F.A.S.T.

With the information I've uncovered in this WOTE investigation I could probably close down a large portion of the worldwide Amiga network. But that's not my job. All the data numbers and software collected have been destroyed. I've done my bit so why don't the authorities do their's? But let's be realistic about the whole piracy thing, it's never gonna stop and it's a shame that the people who still buy games are carrying the pirates. The reason games are so expensive - and they are, it's true - is that a large portion of the gamesplaying public are not paying their share. Think about it. But that's the way it'll remain... Well until the Amiga and even Commodore is killed off by them. Think about it. BRAD

Is the CD32 the answer to piracy?

No... I'll tell you why. Everyone, including me, thought that the CD32 would mean lower game prices and better value for money for end users because they couldn't be copied. Wrong. £50 was the asking price for a copied compilation CD I was offered at one 'computer club'. It contained 10 CD32 games. Nothing is sacred in the piracy world. I found out later that the technology to copy CDs can be purchased for as little as £3,000.

▼ Almost as soon as they're ready, games are in the pirate system as well as the shops



All Amiga magazines adhere to the same official line where piracy is concerned. We are as guilty as the other mags within this close knit fraternity for instantly condemning pirates who write to our letters pages, bragging and the like. We tend not to look any deeper into this subject, only addressing the opportunist schoolyard copier problem. But piracy is deeper than that, a lot deeper, as I

found out. Three months ago I was commissioned by Amiga Action to write a feature on piracy, my brief to infiltrate the commercial piracy network and report on my findings...

"I've even read a scrolling message that threatened a rival group with a baseball bat visit"

"I walked towards his sporty-looking XR31 and he extended his hand. In his boot I saw about 2,000 capacity disk boxes"



▲ Mystic are another pirate group who go in for fancy introductory screens

GLOSSARY

BBS'S

Bulletin boards, a computer accessible to other users via a phonenumber and modem.

CARDZ

Illegally acquired Credit cards, generally used by pirates to make worldwide calls, the origin of which are acquired by Phreakers. (see PHREAKER)

CRACKER

A computer operator who uses his knowledge and expert programming skills to strip a game or program of its copy protection

DOWNLOADED

A program copied from a host BBS (see BBS'S) directly to a user's machine

HACKER

A computer user who is an expert at finding 'backdoors' into networks when he or she hasn't the authorised clearance

HANDLE

A pseudo-name used to disguise the true identity of somebody associated with the piracy scene

LAMER

Usually said of somebody within piracy circles who doesn't get hold of new stuff, or doesn't possess cracking skills

LEECH

A modem user who logs on and only downloads

PHREAKER

A hacker/cracker who specialises in bypassing telephone networks and external computer systems in order to acquire information which will allow 'free' calls

SPREADER

Generally the lowest echelon of a cracking crew, the guy who gets the latest games on the condition he spreads the stuff to as many people as possible. The idea is that these guys get the group's name on the circuit. It's all a matter of pirate's pride

STUFF

Software

SYSOP

The System Operator for a BBS (see above). Generally this is the owner of the board. It's up to the sysop to decide who to allow onto the board

UPLOADED/UPL'D

A program copied directly from a user's machine to another computer via a modem

WAREZ

See STUFF



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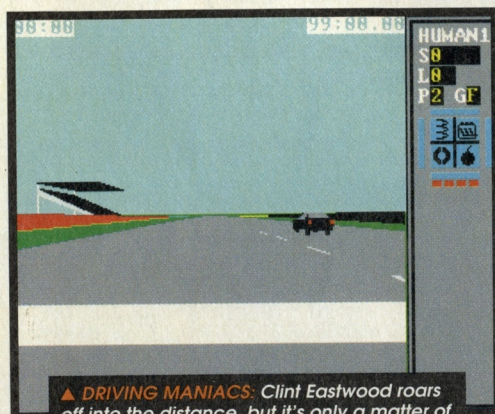


THE HEAT IS ON



PD

Neil is a bit skint this month, due to the fact that his car has died, so the PD stuff is the only entertainment he can afford. Poor lamb



▲ **DRIVING MANIACS:** Clint Eastwood roars off into the distance, but it's only a matter of time before I reel him in

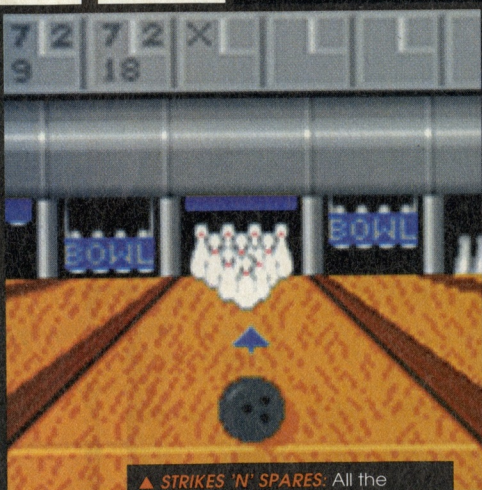
Strikes 'n' Spares

Publisher: PD Soft: Disk No. Ass157

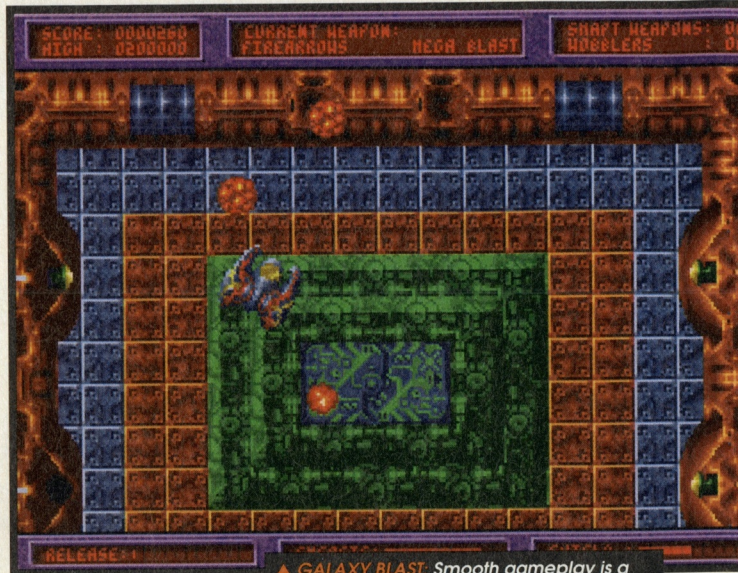
This month's top tip: save time and energy by staying in and not visiting your local ten pin bowling emporium. Strikes 'n' Spares gives you all the fun of the bowling alley in the comfort of your home, and what's more you don't have to wear those ridiculous two tone shoes or put up with those people in the next lane who think that personalised bowling shirts are extremely fashionable.

Aim the ball down the lane, adjust the settings depending upon whether you want the ball to curve in or out, increase or decrease the speed of your throw, and then let the thing go. The computer will keep score for you no matter what your level of skill is, so you don't even need a basic knowledge of the game to gain some enjoyment.

▼ **DELUXE GALAGA:** It may not look much, but it's good old fashioned fun. Laws yes!



▲ **STRIKES 'N' SPARES:** All the delights of your local bowling alley in your own home



▲ **GALAXY BLAST:** Smooth gameplay is a major feature of this shoot'em-up

World Darts Championship

Publisher: PD Soft: Disk No. Ass156

Now that Bullseye is back on the telly I find myself being strangely drawn to the rather seedy and dubious world of pot bellied blokes throwing bits of pointy metal at the wall. Therefore I was understandably elated to discover this little gem amongst the latest delivery of PD titles. Gaining a credible score is incredibly tricky as you try to guide the randomly moving player's hand over the board before releasing each arrow, but the satisfying 'thunk' as the dart hits home in one of the trebles is well worth the wait. There are even speech samples from a pseudo Tony Green scorer thrown in which send shivers down the spine. Excellent.

Toado

Publisher: PD Soft: Disk No. 158

Nostalgia strikes again, this time in the shape of the old arcade favourite, Frogger. Guide your plucky amphibian across a busy street, dodging cars, fast moving trucks and the odd Hells Angel too, all of whom seem to have no thought whatsoever for the reptilian community. Once the road has been negotiated safely, there's an expanse of lawn to cross, with a runaway lawnmower just dying to get its whirling blades stuck into something soft and green. Then it's a case of guiding your toad across a fast moving stream congested with floating logs and turtles to the safety of his lilypad home. It's nothing original, but I didn't half have a good time playing it. Yes indeed.

Driving Maniacs

Publisher: PD Soft: Disk No. Ass 159

Decent racing games are few and far between as far as PD and shareware titles go, so it was a great surprise to come across Driving Maniacs. The races take place on a variety of different tracks ranging from ovals to circuits riddled with curves, and are viewed from an in-car perspective. The program comes with plenty of options, including practice, a two player game where a split screen comes into operation and even the chance to race against a few

WORLD DARTS CHAMPIONSHIP

▲ **WORLD DARTS CHAMPIONSHIP:** The land of enormous bellies and lager can be explored at your leisure

celebrities. Fascinating though a duel against the likes of Clint Eastwood or Alexei Sayle (believe it or not) is, *Driving Maniacs* doesn't need to rely on such a gimmick for survival. Put quite simply, this is the best PD racing game I have seen.

Smidge

Publisher: PD Soft: Disk No. Ass159

These pages wouldn't be these pages without a mention of some platform game or other, so I see no reason why this month should break this trend. *Smidge* is a sort of green bogey on legs with huge bulging eyes sticking out of the top of his head. Predictably enough, coins and fruit need to be collected before the exit to each level is reached, while enemies need to be avoided. This particular disk features a demo of the full game, but there are enough levels there to significantly whet any platform freak's appetite.

Galaxy Blast

Publisher: 17 Bit: Disk No. 3032

This shoot'em-up based in space sees the screen scroll in all manner of directions as you guide your



▲ **SMIDGE:** Our hero takes an instant dislike to the mating dance of our feathered friend



▲ **RAISE THE TITANIC:** Dive! Dive! The *Titanic* seen in all its glory through the window of your sub

trusty space ship around the futuristic landscape. Blasting away at anything and everything that moves is the best way to go about things, and only by freeing all the hostages which are being held prisoner on the enemy planet can you gain access to the next mission. In short, it's very smooth and very violent, with the inclusion of mid-mission enormous space ship baddies adding a bit of spice to the already frantic gameplay.

Raise The Titanic

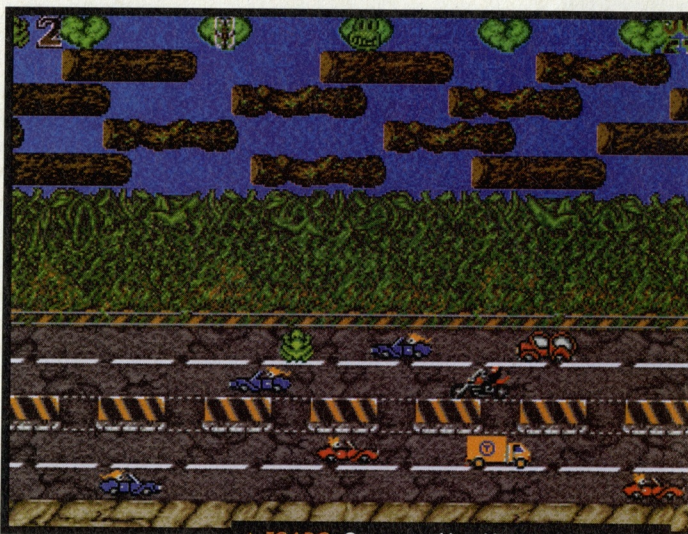
Publisher: 17 Bit Software: Disk No. 3003

Now here we have a bit of a curiosity. A game of 3D exploration and endeavour with the sole aim being to raise the steel-hulled vessel of the title to the surface of the Atlantic Ocean. Graphically, *RTT* is a feast of atmospheric underwater adventure, with the idea being to guide your miniature submarine around the inside of the stranded vessel in search of five anti-gravity units. When activated, these units will raise the ship to the surface and your path to fame, riches and general hero-dom will be assured. This is certainly one of the most unusual games I have seen for some time, and definitely worth a look for a couple of quid.

Deluxe Galaga

Publisher: 17 Bit Software: Disk No. 3035

The second shoot'em-up this month, and for me it's the better of the two. Based loosely upon that old favourite *Galaxians*, *Deluxe Galaga* leaves you with no joystick respite whatsoever. It's shoot, shoot,



▲ **TOADO:** Our green friend here making his way carefully across a busy trunk road

shoot, from start to finish. Basically this amounts to little more than a vertically scrolling shoot'em-up with a few power-ups and bonuses thrown in along the way for good measure. But for all that, it is extremely addictive and, bullet for bullet, it has to be said that this sort of game represents great value for money.

Remember, send all PD to Neil Jackson.

CONTACTS

17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH: 0924 200943

PD Soft, 1 Byrant Avenue, Southend on Sea, Essex, SS1 2YD: 0702 466933

awesome foo

SEASONS GR

Win a '94/'95 season ticket for the team of your choice. Unless it's Stenhousemuir of course, because they're in big demand. Oh yes.

Everyone's talking about, thinking about, developing or playing football games at the moment. Absolutely everyone. Every. Man. Jack.

Not surprising really, considering that the World Cup, or simply "World Cup" as those oh-so football crazy Americans insist on calling it, is due to start any time.

Imagine Home Entertainment have taken a different track. Club Football - The Manager (reviewed elsewhere in this issue if it came in on time), is their answer to the Premier and

Championship Managers, and as far as they're concerned, the World Cup games can be damned.

Programmers Teque are dedicated to a high level of detail, and while it still remains unconfirmed as to whether those playing as Manchester United will find themselves down to ten men on a regular basis, loads of other outstanding features prevail.

Now it's all very well managing a football team in a computer game. Buy the right players, get them playing fluent, free-flowing football together, progress through the leagues and maybe win a trophy. Very nice indeed. Nothing quite compares to the real thing though - the roar of the crowd, the nerve-shattering excitement of the match, and the smell of the tattooed man standing next to you drinking strong lager from a plastic beaker and shouting abuse at the opposing fans.

And it can all be yours, oh good lordy yes! The Software Business have taken it upon themselves to offer one lucky winner a fabulously priceless season ticket for next season (94-95) for the team of their choice (as long as they're British obviously - no Boca Juniors or Riverplate fans need apply).

Unless you are the kind of person who fails to spot the significance of a large picture featuring people dressed in football strips in an unusual pose, then you will already know how to enter. If not, then it couldn't be simpler - it's spot the ball. Yes, that's right. These fine strapping gentlemen aren't prancing around in



a field for no reason: there used to be a ball in there somewhere until sports photographer Steve got to work. All you have to do is decide exactly where the ball was, (dead tricky yeah?), and we don't have special computers like the real Spot The Ball people, so our decision is final.

Don't enter any more than five crosses (like, as if you'd need them), try not to overlap them, and of course, fill in the name of the team who you want to spend all next winter cheering for. Oh, and please have your entries with us by June 6th. Season tickets aren't easy to come by you know, and we need to get moving. Ooh laws yes.

Frankly, anyone who needs five crosses to get this right needs to sort their head out, but that's us for you, generous to a fault. Guess where the CENTRE of the ball is (was), fill in the coupon, and hold your breath, because we'll be announcing the winners as soon as possible. Prob'ly.



Win Win Win Win Win Win W

ty competition MEETINGS!



*Looks like a
nasty fall,
but where
exactly is
that ball?*

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Blue Print season is fast drawing to a close now as companies gear up for the big releases that they have been planning for some time. Being ever vigilant though we embarked on a ceaseless search for the best previews around, and came up with three little treasures for you to salivate over

SimCity 2000

Without a doubt the game everyone is looking forward to the most and it already seems to be worth the wait. The attraction of becoming Mayor of your very own city is endlessly appealing and Maxis will certainly have a smash hit on their hands with this

p64



p68

Valhalla

We've not seen many ground breaking Amiga games recently and Valhalla wafted through the office like a breath of fresh air. A full speech, non-CD based game? Surely not...

p70

Pinkie

Try as we might we just couldn't come up with any printable innuendos relating to Millennium's Pinkie. Yes we know it's a poor show, but all we can do is apologise profusely

CONTACTS

MILLENNIUM: 0223 844894
MAXIS: 071 490 2177
VULCAN: 0705 670269



Print Preview

90°



▲ Anyone with any town planning sense whatsoever would certainly not have built a stadium this early on

▼ It's coming along now. Anyday soon it will have scaled the heights achieved by such great cities as Manchester, London and Wakefield



SIMCITY 20

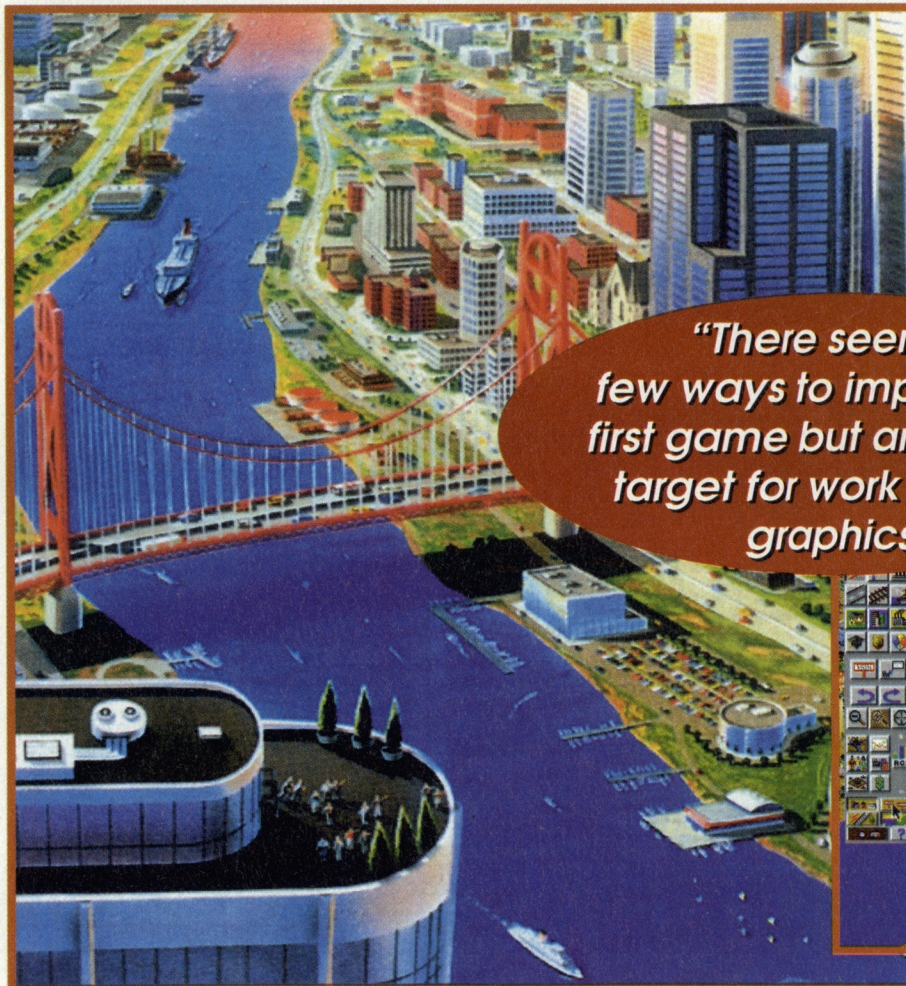
SimCity's positively Victorian by comparison. Inner city deprivation? We love it

Everybody hates town planners. When people are stuck in a traffic jam the roads aren't good enough, when they're having their houses demolished to make way for new roads, they're up in arms again. The poor guys just can't win: "I'm not moving into that house, it's far too close to that industrial zone full of tar factories and dirty people! I want to live half a mile down the road near that scenic waterfall!"

Everything has to be considered when it comes down to deciding your surroundings. Unfortunately the choices are rarely made by us peasants, so when Maxis released the original SimCity a few years back the public lapped up the opportunity to wildly create their own ideal environment. It all sounds a bit bland doesn't it? Ah well, it wasn't and it turned out to be one of the few classic computer games to date.

Anyway, the guys at Maxis have been beavering away on a sequel for ages now. It's already been released on the PC to cries of "It's the greatest thing ever (well, legal thing!)" and now an Amiga arrival is imminent. There seemed few

"There seemed few ways to improve the first game but an obvious target for work was the graphics"



▲ Water is a great divider of your cities. You need to bridge the gap just as soon as is possible

It's not all building marinas you know. Managing the finances correctly is just as important

DEMOCITY		1982	1983	
1982 Budget				Done
January 1982				Help
Property Taxes	\$27	948	916	
City Ordinances	-195	-228		
Bond Payments	0	0		
Police Department	\$100	-300	-300	
Fire Department	\$100	-100	-100	
Health & Welfare	\$100	0	0	
Education	\$100	0	0	
Transit Authority	\$100	-105	-103	
Year to Date Totals	\$247			
Estimated End of Year	\$966,715	\$182		
Current Treasury	\$966,962			
End of Year Treasury	\$966,962			

The popular disasters feature has been retained. Here a fire rages in your city



A fledgling city. The most crucial period in any game. Get decisions wrong here and you're out on your ear

Not getting into debt is always a good idea. Many rush into taking out bonds. My advice is don't do it unless you absolutely have to



You must ensure that you get the correct mix of commercial, industrial and residential zones

By the time everything is complete, the graphical display and user interface will fully show the amount

of work that has been put into this conversion. Anyone who has seen the PC version will already know just how good the finished product looks.

The detail level couldn't really be any finer. Cars and road markings are all visible as well as windows in buildings and rioters and looters on the streets.

A lot of this is simply by way of tarding up SimCity. But some new features have been included, the most radical of these being the inclusion of a water piping system. Now for your expanding town to prosper, each

building and zone has to be supplied with water. This necessitates some water management skills and a good memory to keep a track of how many water pumps you have and where you'll need a new batch.

Clicking on the water icon will take you to an underground contour map where you can see pipe connections and make the necessary adjustments to your flow. If more pumps are required they can be added with ease. This screen will turn out to be the most revolutionary in the game.

A popular feature in SimCity was the possibility of building up an exciting and thriving city only to visit a major calamity onto it to see how it would cope. This may seem a little masochistic but, well, it's all good fun! A variety of disasters can be applied to a

ways to improve the first game but an obvious target for work was the graphics. With today's improved techniques, and indeed technology, there was plenty of scope for a fancy new look to an idea that has already been approved worldwide. So it was done.

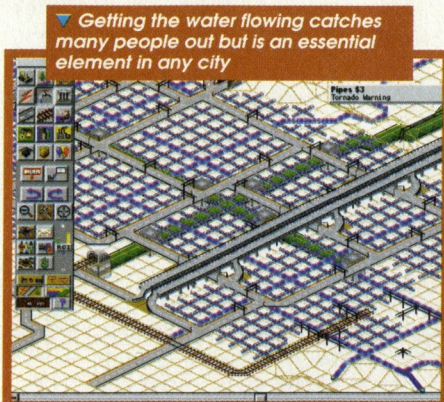
A whole new look has been created and more detail than you could possibly imagine has been ploughed into the development. If you decide you want to build your very own city then there can be no rival to this particular product.

SimCity 2000 takes the same basic feel as the first one and simply transforms it into a '90s scenario. The aim is the same. Make people move into your city and keep them happy there. Popularity is a good measure of success and in the first game there were regular elections held to see if you were popular enough to keep your position as mayor of the city. But the sequel will instead feature rival towns vying for the people moving into the vicinity.

If that was the only problem a budding mayor faced, there wouldn't be any trouble but then there's this constant striving for improvement. As in real life, the areas you build at the centre of a city may well become run down inner city ghettos without constant attention. Sim City 2000 is that realistic.



Industry starts booming and smoke billows from chimneys in a simulation so realistic it's virtually reality



Getting the water flowing catches many people out but is an essential element in any city

62°



▲ This mass of land will swiftly develop into a pulsating, throbbing hive of activity. If you're any good that is

▼ Some of these attract people, some put them off. Some cost money, some make it. Some captions are interesting, some aren't

Sign Tool Citizens Demand Road & Rail	
Finance	Safety & Health
1% Sales Tax	Volunteer Fire Dept.
1% Income Tax	Public Smoking Ban
Legalized Gambling	Free Clinics
Parking Fines	Junior Sports
Education	Promotional
Pro-Reading Campaign	Tourist Advertising
Anti-Drug Campaign	Business Advertising
CPB Training	City Beautification
Neighborhood Watch	Annual Carnival
Other	Estimated Annual Cost
Energy Conservation	Finance 0
Nuclear Free Zone	Safety & Health 0
Homeless Shelters	Education 0
Pollution Controls	Promotional 0
	Other 0
Done	YTD Totals 0 EST Totals 0

► population in SimCity 2000. Earthquakes, air disasters, floods, fires and even alien monsters can all reek their own individual havoc on the streets of your choice. Whether the emergency services are up to the task will depend on local government funding and also their numbers. A single fire station would struggle to contain a huge, citywide fire disaster.

Public order and crime play a large part in SimCity 2000. A low crime rate will encourage people to move in but, as in the real world, it takes a lot of police control to achieve this. But this isn't cheap and is often forsaken in order to save money (sounds familiar or is that too political for a computer mag?).

Completely driven by menus and icons, SimCity 2000 plays like a games player's dream, even at this early stage. A tool bar is located at the side of the screen and this allows you access to virtually all the features the game holds. Maps and a variety of demographic details can be brought up by clicking on a few buttons. In short, everything you could wish for will be included by the time the game is released.

"It's already been released on the PC to cries of 'It's the greatest thing ever (well, legal thing)!'"



▲ The game will not be as open ended as the last one, and we're assured that you can actually finish this one

As the years go by in your SimCity, new and more exciting developments can be built. With a little success, it won't be long before space ports and futuristic homes are part of your city.

There are two main ways to play the game. You can either save up cash and see how successful you become, at the same time keeping the population in scummy conditions, or you can lavish money on everybody, with low taxes and a park each! There's no right or wrong and that's the beauty of the whole thing. Whatever you choose to do will have its own outcome and consequences. It is this ability to manipulate that makes the game a joy to explore in great detail.

The way SimCity went down on the Amiga all those years ago would indicate that this will do as well if not better than its



▲ The sequel to one of the most successful games of all time is looking to break all records

predecessor. It looks like the original has been turned into a better product, something that a lot of people may well have thought impossible. Ha! You were wrong. Watch for the review in a couple of months.



▲ The citizens will often give a helping hand by offering advice on what they want you to build next

PROJECT: SimCity 2000

HOUSE: Maxis

TEAM: Will Wright & Fred Hasson

RELEASE: Sept.

INSPECTED BY: Chicken

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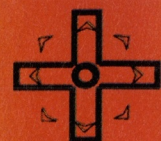
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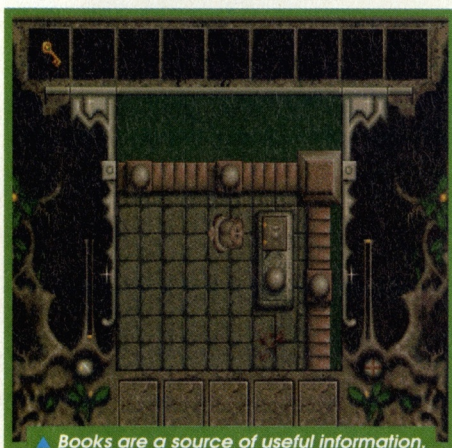
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VALHALLA

LORD OF INFINITY

In Norse mythology, a palace in which the souls of slain heroes feasted. Sounds like a good idea for an adventure



▲ Books are a source of useful information, so make sure you read them all

Vulcan software are a brand spanking new outfit who are hoping to make inroads into the Amiga market. They have been working on Valhalla, their inaugural game, for almost a year now and are looking to release it sometime around the May/June period. Having spent such a long time on development, with the team concentrating their efforts solely on this, you should be guaranteed a good product.

"five whole disks devoted entirely to bringing the main characters to life, at least in the aural sense"

Programmed by two graduates, namely writer and designer Lisa Tunnah and general programmer type person Paul Hale Carrington, the game at this stage is looking very impressive. Billed as a speech adventure, Vulcan are making the proud claim that this is the very first game of its type on the Amiga. Certainly I have never come across anything quite like it before, but then, that is no guarantee it is going to be good.

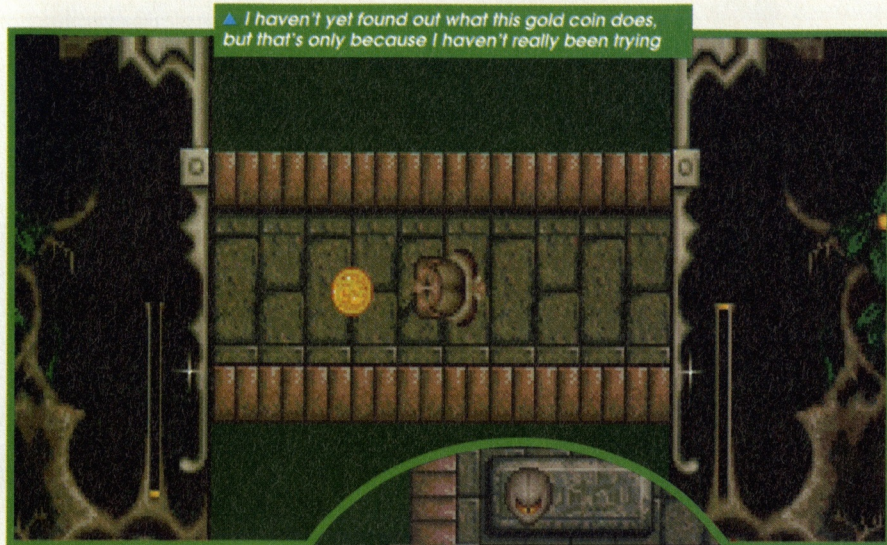
The game is played from a top-down perspective on the main character, Valhalla and his surroundings, and features some superbly detailed animation. The big V glides along with his hands behind his back in a motion that mirrors the way you imagine something like a Hobbit would walk, with even his hair moving back and forth with each step.

The main attraction though has got to be the speech. The finished version will have five whole disks devoted entirely to bringing the main characters to life, at least in the aural sense. Before anyone starts to panic about disk swapping becoming excessive and intruding on the gameplay, let me reassure you. If for instance you install the game to a hard disk you will obviously not have to swap disks at all. Nothing surprising in that, but what is particularly good is that there is absolutely no pause before speech is initiated. I know not everyone has a hard disk, but even floppy users need not worry. Disk swapping is kept to an absolute minimum by intelligent programming, with none required in the middle of a level.



Almost every item that you are likely to come across during the course of a game





It strikes me that, without taking anything away from Vulcan, this is a feat which could be achieved quite easily in many games with just a little thought and a minimum amount of programming, and it always amazes me that more companies don't insist that their developers incorporate this feature into their products as it would relieve a great deal of frustration and certainly bump up one or two scores.

The main character has been portrayed as a highly vulnerable, innocent type of guy. To actually give a character a personality is something which very few software companies have ever managed to achieve, and if I'm totally honest it is probably this which draws me in to the game more than anything. It is all well and good to have excellent graphics, animation and of course speech but once the novelty value of these aspects has worn off, as it invariably does, there is generally nothing left to keep you interested. Anyone who knows me will realise the credence I place on atmosphere in a game and the affinity you feel towards this particular character creates more than enough for me even before taking any of the other aspects that make up a good atmosphere into account.



▲ The Prince has a description of every single object in the game, all wonderfully spoken



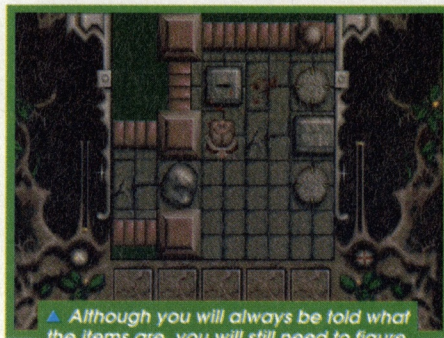
▲ Skulls are not just there to frighten you, they can also prompt you with a piece of handy information

The thing that spurs you on most is the fact that you actually feel sorry for him at times and even want him to succeed, thanks to his pleading looks up at you and occasional statements that he, and I quote, "wants to go home". Don't get me wrong, I realise that it's not real and he's only a game character, but in comparison with other games, he's all right, OK? And I do know that Paul considers the entire cast of characters in Coronation Street to be real, and has in fact been arrested on no less than two occasions for hounding 'Alma Sedgewick' but that's another story.

The finished game will be a vast collection of logical problems, which will obviously become more and more complex as you progress through the levels, a myriad of traps and levers later on. I'm sure this is true but cannot testify to the fact for two reasons. One is we only have a finished version of the first level, and two, even if we had more I couldn't tell you about them because I can't finish the damn thing, or even get close to be totally honest with you.



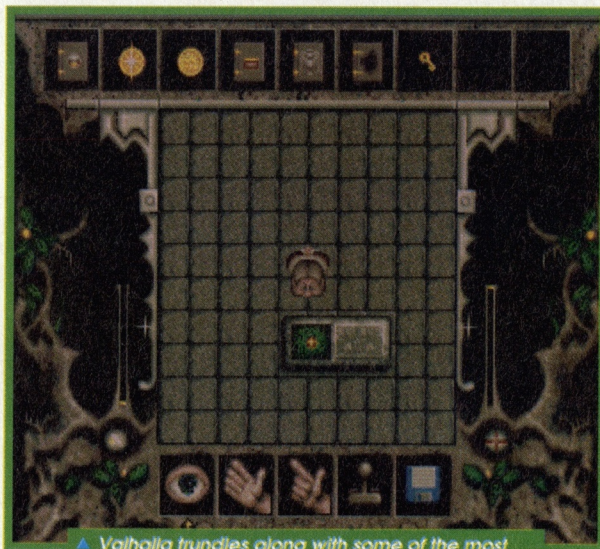
▲ Erm, well, this is actually the options screen but I didn't realise that until after I'd took the screenshot. Sorry



▲ Although you will always be told what the items are, you will still need to figure out what to do with them

It is generally a hard and fast rule that a new software house's first offering, while it may be good, is not going to be exceptional. Vulcan Software look certain to break free from that mould with this offering, even at this unfinished stage.

Vulcan are looking to get Valhalla on the shelves pretty quickly and if they manage it you can look forward to a full review, hopefully in the very next issue.



▲ Valhalla trundles along with some of the most fluid, realistic animation ever seen in an adventure

PROJECT: Valhalla – Lord of Infinity

HOUSE: Vulcan Software

TEAM: Lisa Tunnah and Paul Hale Carrington

RELEASE: TBA

INSPECTED BY: Steve

62°

▼ Pinkie may be limited in terms of physical ability but makes up for it by having an all purpose car



▲ Pinkie looks up in horror as a non-too-scary alien gets set up for another attack run at our hero



PINKIE

A cute pink thing with a mission. We're going to have trouble keeping this clean

Let's be brutally honest. We all think Pinkie is going to be nothing more than a James Pond game with a different main character. You couldn't really blame Millennium if it was though, they would only be cashing in on an immensely successful formula that has already spawned three big selling games (four if you count The Aquatic Games), and providing it with a new main character breathes new life into it.

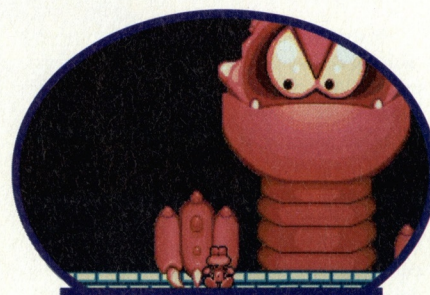
OK, maybe, just maybe I'm being a little harsh. Just because Millennium are responsible for both games that doesn't automatically mean that they will not make the effort to make them suitably different, and I'm sure they'll try, but comparisons will inevitably be drawn, if not by me then by the software buying public.

As you can see from the screen shots, Pinkie will feature the now mandatory cute character, this time a pink alien

with a vocation in life to save the dinosaurs by collecting the eggs scattered across the multitude of levels.

The game features no parallax scrolling, which can fool the untrained eye into thinking that the whole thing looks a bit bland. However, not using parallax means that the main graphics, namely the sprites and the platforms,

"Comparisons will inevitably be drawn, if not by me then by the software-buying public"



▲ The end-of-level guardians are not yet in the game, but here is a taster of what's to come

can be in 32 glorious colours instead of just 16. I never saw the appeal of parallax, it just gets in the way in my opinion, so I am pleased to see someone moving away from the norm.

The game is planned for release on all Amiga computers in its original form, with an enhanced CD32 version to follow, featuring a multitude of tunes (around 30) and plenty of extra cartoony effects thrown in to enhance the all round atmosphere of the game.

Pinkie is in no way a super hero, in fact his abilities are somewhat limited in comparison with other characters. To combat this, the developers have provided him with a sort of car-type thing which is jam-packed with hi-tech gadgets and all sorts of technical wizardry that will help the Pink-master out in times of need.

As with all games, it turned out to be impossible to cram all the ideas into the product and so some unfortunately had to be left out. People who become fans of Pinkie, and I'm sure there will be thousands of them, will no doubt be pleased to hear that a sequel has already been commissioned, and will feature all the ideas that didn't make it plus a loads of new ones.

As it stands, Pinkie is guaranteed a hit.



▲ The different levels are highly varied and feature some of the most colourful backgrounds I have ever seen

PROJECT: Pinkie

HOUSE: Millennium

TEAM: Data Design

RELEASE: TBA

INSPECTED BY: Steve

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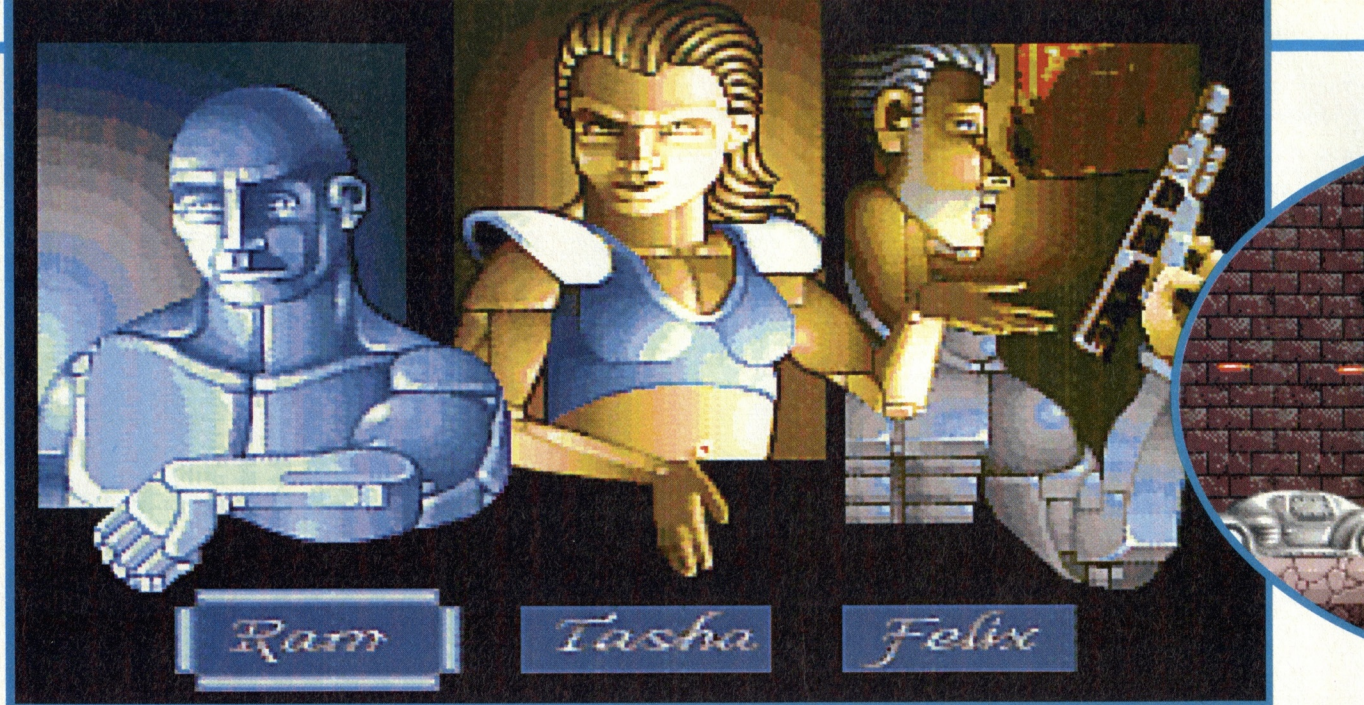
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62°



IMPOSSIBLE

One of the most popular games of the early '80s would have to be Impossible Mission. It's now the mid '90s and the game has been tarted up no end from its old Spectrum days. So much so that you'll need either a A1200 or CD32 to play the latest incarnation when it finally arrives.

MicroProse are the company responsible for this trip down memory lane and this first look should be quite nostalgic for some of you who've had computers for

a few years. In addition, they've employed the Bitmap Brothers to do it (in case you didn't know they were responsible for the original!).

This new version is set way ahead in 2025 and, as the blurb goes, you must combine brains and brawn in a hi-tech race against all the odds to rescue the world from the villainous Elvin Atombender.

"The Bitmap Brothers' name alone should ensure success"

of which have to be avoided if you are to stand any chance of capturing Elvin before he completes his dastardly deed.

At the beginning you have three characters to choose from – Felix the Riot Ranger, RAM the Renegade Robot and Tasha the Hyper Gymnast – each

having different strengths and weaknesses. I think it will ultimately boil down to a case of using the one you feel the most comfortable with.

By the time the game is finished there will be five huge levels to work your way through: the Car Park, Offices, Computer Zone, Construction Area and Industrial Zone. Manage to get through these and there's one final battle with Elvin himself to take part in.

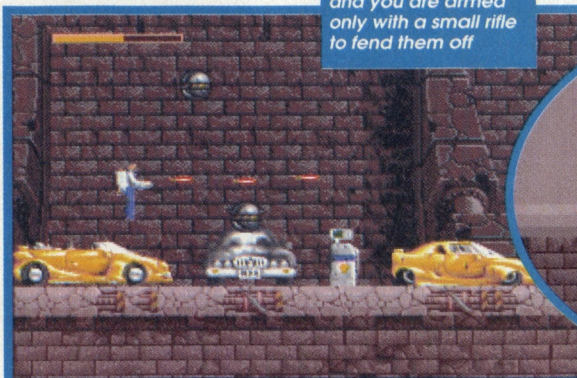
As if this wasn't enough, the original Impossible Mission is also included, pixel-true to the old days so youngsters can see how it used to be done. This is a nice touch by anybody's standards and it will be interesting to see how the two final versions compare playability-wise when it is released.

▼ In a way the game has a certain Bitmap Brother's feel and look to it. It should be worth waiting for



▲ Searching the cars can sometimes reveal goodies that can be used later on or even parts of the key

▼ The cars are screeching past you and you are armed only with a small rifle to fend them off



▲ Some of the robotic monsters make their way towards your hiding place to the left





▼ It's all running and jumping in very much the same mould as the first game all those years ago

▼ And here it is. The original Impossible Mission included free in the package



▲ Parts of the game will look extremely familiar to people who played the original title in the '80s



MISSION 2025

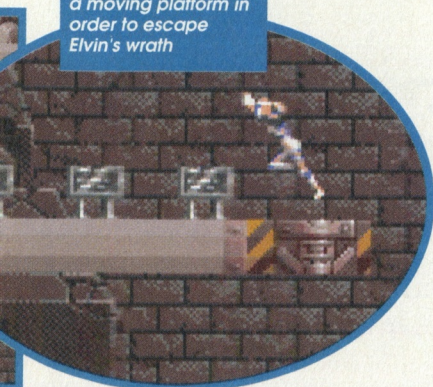
Sequels don't usually take more than a decade to come out. The exception...

The graphics have been the centre of attention for the programmers who have tried to come up with a game that is justified in being on a limited number of Amiga formats. More and more companies are dropping the 500 with some of their latest games. Whether it turns out that this is the way forward... well we'll have to wait and see.

Getting off the soapbox for a minute, Impossible Mission 2025 will be played in a similar manner to the original, with a third person perspective and controls as simple as left, right and jump.

The only way to progress to the next level is to collect the various parts of the key scattered around each of the sections. Once you have all the

▼ The Hyper-Gymnast leaps from a moving platform in order to escape Elvin's wrath



bits you're laughing. Of course it's not as easy as it sounds, and if you fail then rest assured that Elvin Atombender will wreak evil havoc on the planet.

The Bitmap Brothers name alone should ensure the game's success. They haven't done a bad game yet and there's no reason to think that they are going to start with this. With the success of Gods, Magic Pockets, Xenon 2 and Chaos Engine behind them they have the pedigree to take MicroProse to the top of the charts once again, and this time without a flight simulation of any kind!

Impossible Mission was one of my favourite games in the '80s and for that reason alone I'm interested in seeing how this improved version turns out. Since it will be on A1200 and CD32 only, that limits its potential but if you have one of those two machines then it looks like you could be in for a real treat in the next few weeks.



▲ Each section is opened with a picture showing you where you are

The question now is whether software houses are going to start re-working old games in the same way as record producers have gone back to older material as they search for successful records. Are we to see new versions of Manic Miner and Attic Attack? Maybe even Phoenix and Galaxian will make another appearance in days to come?

With a bit of luck we'll have a massive full review for you in the next issue so watch this space for more information in the near future. In the meantime, you'll have to think back to what it used to look like.

PROJECT: Impossible Mission 2025

HOUSE: MicroProse 0454 326 532

TEAM: Bitmap Brothers

RELEASE: Late May

INSPECTED BY: Chicken

Are you having trouble with Electronic Art's CD32 adventure? Do people laugh at you in the street due to your own gaming incompetence? Well fear not, here is a guide that might help you regain your credibility

Middle Floor

Room 1. If the subway car has been crushed by a bridge section (caused by moving the lever in Room 15) then it must be pumped up with the bicycle pump.

Room 2. The game is started here. The door to the south is opened using the screwdriver to remove the screw in the latch and then the screw must be taken.

Room 3. Don't use your quarter on the newspaper machine. You can buy one but wait till after you get the quarters from the telephone.

Room 4. Locked door opened with gold key.

Room 5. The combination for the lock is 04/08/72. This can be found in the journal after you have put the shirt in the laundry and placed the newspaper under the note in room 6. The date is Corelius' birthday.

Room 8. The locked wardrobe is opened with the brass key.

Room 9. Use the card key to activate the

teleporter. The green button teleports you to room 12 and the blue button takes you to room 13.

Room 10. The dirty shirt needs to be placed inside the laundry chute.

Room 12. Use the card key to activate the teleporter. The orange button teleports you to room 9 and the blue button takes you to room 13.

Room 13. Use the card key to activate the teleporter. The green button teleports you to room 12 and the orange button takes you to room 9.

Room 14. The Mayan Talisman can be taken, after the bridge to room 23 is complete.

Room 15. The bridge sections at rooms 1 and 5 on the upper floor are moved by means of



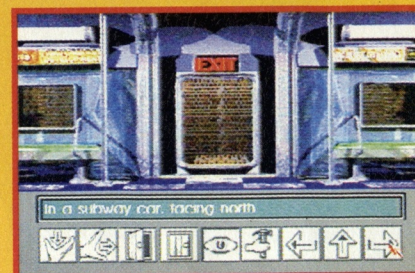
these levers.
Room 16. Push button to teleport to room 17.

Room 17. Push button to teleport to room 16.

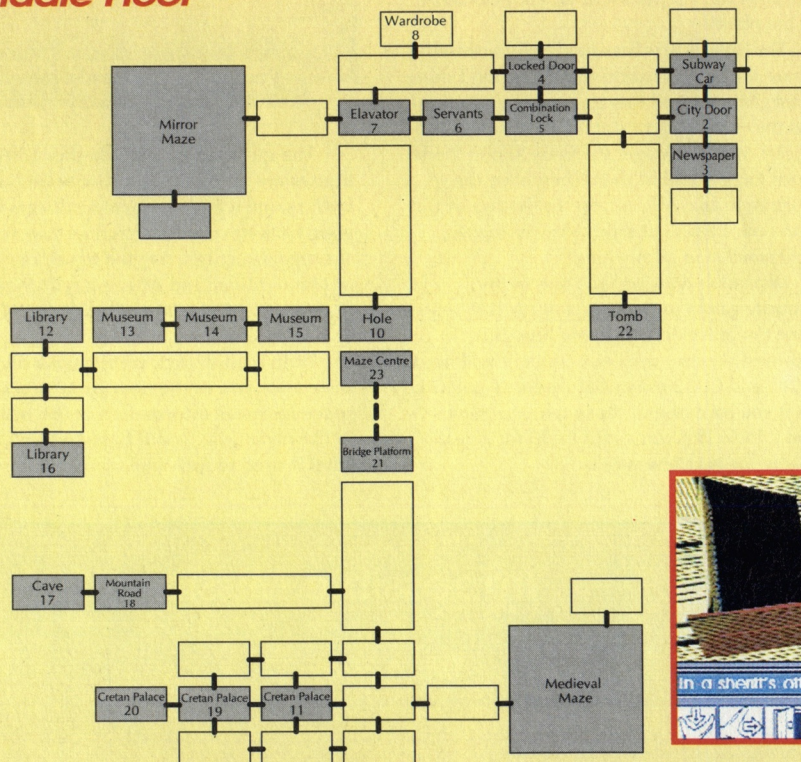
Room 18. First time through just ignore the falling rocks. Anytime after that you will need to wear the helmet which can be found in the Medieval maze.

Room 19. Open the door with Cretan ornament.

Room 20. Move the throne to get the Acme Fresco paint.

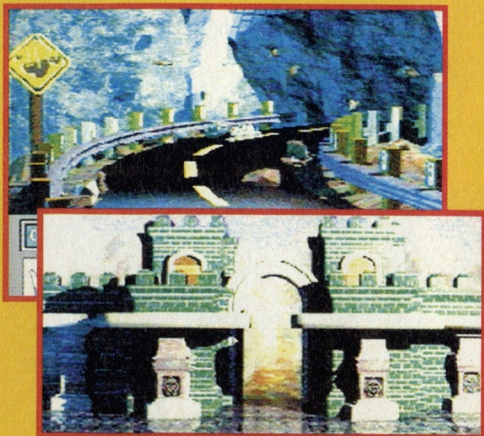


Middle Floor



Mirror maze

The only practical room in the mirror maze features Morgan the fortune teller. Place a quarter in his slot and he'll give you a clue, but don't use your only quarter, otherwise it's game over.



Upper Floor

Room 1. Open the locked door with the silver key.

Room 2. The brass key is in the desk drawer. The cell door can be opened with the Iron Key.

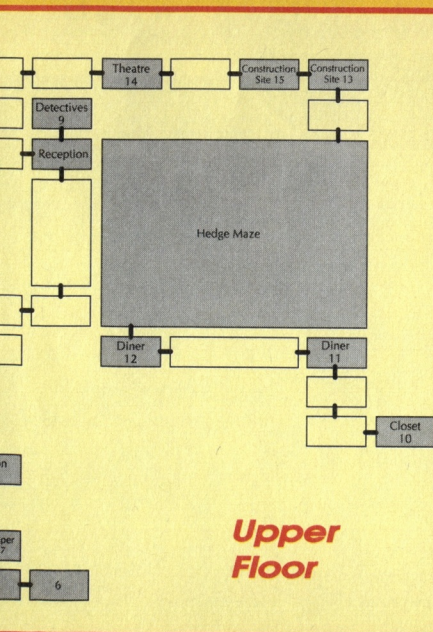
Room 7. Put the sheet of paper in the printing press and move the lever twice. Take the completed newspaper off the press.

Room 11. The silver key can be taken from the jukebox.

Room 12. Put your only quarter in the telephone and take all the change that falls onto the stool. Put a quarter in the coin lock to open the door.

Room 14. Move the numbers to correspond with the pattern you found in room 13 (7, 2, 9, 10, 1, 11, 5, 13, 14, 12, 3, 4, 6)

Room 15. The gold key and the bicycle pump are in the tool box.



Upper Floor

Guide to the objects

ROOM LOCATION	ITEM	ROOM LOCATION USED
already obtained	Map	n/a
already obtained	1 quarter	12 Upper floor
2 Upper floor	Brass Key 8	Middle floor
8 Middle floor	Journal	n/a
8 Middle floor	Card key	9, 12, 13 Middle floor
1 Medieval maze	Helmet	18 Middle floor
11 Middle floor	Labrys	23 Middle floor
6 Middle floor	Bucket	not used
6 Middle floor	Teapot	not used
6 Middle floor	Broom	not used
6 Middle floor	Sheet of paper	7 Upper floor
10 Upper floor	Paint	23 Middle floor
12 Upper floor	13 quarters	11, 12 Upper floor
11 Upper floor	Silver key	1 Upper floor
9 Upper floor	Falcon statue	not used
9 Upper floor	Iron Key	3 Upper floor
9 Upper floor	Notes	not used
13 Upper floor	screwdriver	2 Middle floor
15 Upper floor	Gold key	4 Middle floor
15 Upper floor	Bicycle pump	1 Middle floor
15 Middle floor	Alien belt	not used
6 Upper floor	Sword	not used
6 Upper floor	Lantern	Lower floor
3 Middle floor	Newspaper	not used
4 Lower floor	Dirty shirt	10 Middle floor
14 Middle floor	Mayan talisman	23 Middle floor
3 Upper floor	Revolver	not used
22 Middle floor	Pith helmet	not used
22 Middle floor	Cretan ornament	18 Middle floor
20 Middle floor	Acme Fresco paint	Throne room
8 Upper floor	Whisky bottle	not used
2 Middle floor	Loose screw	not used

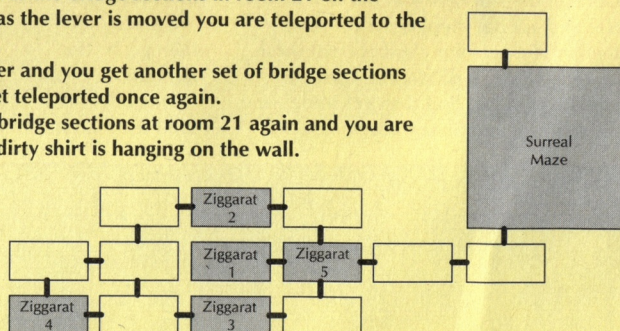
Lower floor

Room 1. Turn the statue to open the doors in room 5.

Room 2. The lever moves the bridge sections in room 21 on the middle floor. As soon as the lever is moved you are teleported to the aforementioned room.

Room 3. Move the lever and you get another set of bridge sections in room 21 and you get teleported once again.

Room 4. Lever moves bridge sections at room 21 again and you are teleported again! The dirty shirt is hanging on the wall.



Surreal maze

Probably the hardest part of Labyrinth, but so incredibly easy once you know how to do it. The game does not map this maze, but thanks to AA all your problems can now be solved. It has several types of rooms that can be seen in several different places in the maze and it wraps round itself.

If you move off the west side, you will appear on the east side and so on. The only exceptions to this rule are the start and end of the maze. The best way to describe how to

do the surreal maze is get a piece of paper and a pen.

Draw a grid 6 X 6 and starting from the top left box number each box from left to right ending up with the number 36 in the bottom right hand corner box. The very first 'surreal room' should be box 36 and the box you are trying to get to is box number 3 and you can get there by simply following your own map. Once you are in box number 3, move North and you will have conquered the surreal maze.

GIVING THE GA

Well you can tell by the way I use my walk that I'm a woman's man, no time to talk. Yep, dust off the old medallion and squeeze your expanding stomach into that Saturday Night Fever Suit. Cat.

Stayin' Alive

Enter Lefty's bar and sit at the empty place. Talk to Lefty and when he asks you what you would like to drink, order a whisky. Exit through the door at the top left of the screen and give the man the glass of whisky. In return he will give you a remote control. Then grab the rose from the table to the left and go through the door on the right.

Read the graffiti on the wall until you find a password, then look in the sink and take the ring that you find there. Return to the toilet and use it, but DO NOT flush it. Then go back to the bar and use the jukebox.

Exit the bar and stand on the pavement outside. Use the talk icon on the sign and Larry should hail a taxi. When the cab pulls up, enter it and tell the driver to go to the store. When you get there, make very sure you pay the driver, and then exit and go into the store.

Once in the store, look at the sign on the counter and ask the shopkeeper for some 'protection'. Select your choices from those on offer (it makes no difference - purely entertainment value) and then get some wine. Pay for the stuff and then go back outside.



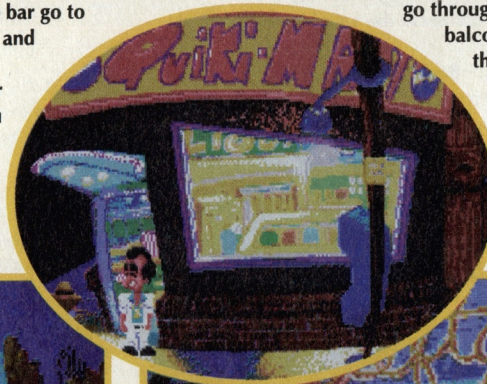
Wait for the tramp to make his way onto the screen and when he asks for a drink, give him the wine. After he has drowned himself in the cheap plonk, the tramp will be so grateful that he will give you a knife. Call for the taxi again and go back to Lefty's.

Once inside the bar go to the right hand door and knock. Use the password from your inventory when you are asked, and then go in. Use the remote control on the television until the man is



interested in the channel and then make your way upstairs.

Talk to the woman of dubious character and then use the 'protection'. When finished, remove the 'protection', take the chocolates off the table, open the window and go through it. Climb off the balcony and search through the bin until you find a hammer. Then get out of the bin and exit left. Call the taxi again and this time go to the casino.





Enter the casino, go to the back of the Cabaret Room and see the comic. Then go back to the main room and gamble until you win around \$350. Look in the bin inside the casino and you should find an ID card. Exit the casino and buy an apple from the man. Call the taxi once again, and head for the funky discotheque.

Tragedy

On arrival at the disco, show nyour ID card to the bouncer and walk up the stairs to the dance hall. Sit next to the blonde at the right of the screen. Look at her, then give her the chocolates, the rose and the ring. Ask her to dance and after the sequence give her \$200 for the hotel room. Then leave the disco and go to the Quick Wedding Chapel.

Walk to the flasher and look at him. Then talk to him, enter the chapel and get hitched. When the ceremony is over, exit the chapel and walk left to the casino.

Walk into the back, enter the lift and press button four. Knock on door with heart on it and enter. Turn on the radio until you get the number for the wine. Exit and get a taxi to the store.

Once at your destination, use the

phone outside. Order the wine and go back to the room with the heart on the door. Pour the woman a drink and wait. When you're all tied up, use the knife on the rope. Take the rope and go gambling downstairs with the \$10 the woman didn't find. When you have won around \$60, go back outside and get a taxi to Lefty's.

Go inside and back up to the room of the er... 'lady of the night'. Go onto the balcony and tie the rope to the rail and yourself. Swing to the other window and smash the window with the hammer. Get the pills and untie yourself, climb down and get a taxi back to the casino.

Massachusetts

Go to the lift and go to the top floor. talk to the girl at the counter and give the pills to her. When she disappears, look at the desk, and press the button to call the other lift. Get inside the lift and go up.

When you're inside the penthouse, enter the backroom, open the cupboard and look inside. When the inflatable flies away you must follow it. Talk to the woman and remove your clothes, give her the apple and that is that.

And now you're ready to tackle Leisure Suit Larry 2. On your own.

Thanks to Chris Lumb, 33 Lynwood Crescent, Woodlesford, Leeds, LS26 8LJ



SMALL TIPS -->

He's back once again. Give him a warm, friendly AA welcome. Give it up for... Small Tips

CHAMPIONSHIP MANAGER '94

It is beyond me why anyone would want to cheat in what is undoubtedly the best football manager sim ever. Surely the experience of

steering a struggling team to Premier League glory is one not to be missed. However, if you're a bit of an Alex Ferguson and need some help actually winning something, the following method could be what you are looking for to tip the balance.

Select new game and choose to manage Tranmere Rovers. When you are asked to choose your character, choose arrogant and enter your name as Mr Bulgaria. This will give you £30 million to spend and help heap success on your club, no matter how much you look like Taggart.

Players Abroad						
NAME	POS	CLUB	AP	GL	AV R	VALUE
NAVIM	MF	SPAIN	19	10	7.68	1500000
GUARDIOLA	M	SPAIN	26	1	5.65	200000
BELLOSO	M	SPAIN	15	0	5.00	200000
GOMA	D	FRANCE	20	0	5.00	100000
HUGHES	MF	FRANCE	25	0	7.00	1500000
DESCHAMPS	M	FRANCE	20	0	7.00	1500000
MELLI	A	ITALY	20	1	6.00	2000000
GASCOIGNE	M	ITALY	20	1	7.70	2000000
FLATT	MF	ITALY	16	0	7.00	2000000
VIERI	A	ITALY	6	0	5.00	300000
CONTE	A	ITALY	15	0	4.00	100000
MARINI	D	SWITZERLAND	20	0	7.00	1000000
BIRER	D	SWITZERLAND	20	0	7.00	200000
LEHMANN	GK	SWITZERLAND	20	0	6.00	500000
CHASSOT	A	SWITZERLAND	27	0	6.74	1500000
EXIT			+SCR			

BOB'S BAD DAY

Psygnosis' graphically excellent puzzler has been causing people quite a few problems so here are the level codes and

you'd better appreciate them because you can't imagine how drab it was for me having to type them all in.

- | | | |
|---------------|---------------|---------------|
| 1 - ZAABCZOD | 18 - VCKEEXPF | 35 - RCKHHXOI |
| 2 - ZBFBCYPD | 19 - VCKEFOXG | 36 - RDPIHWNI |
| 3 - ZBFBCYOD | 20 - VDPEFWNG | 37 - OCKIIXQJ |
| 4 - ZXKBCZND | 21 - UCKFFXQG | 38 - QDPJIWPI |
| 5 - YBFBOYQD | 22 - UDPFFWPG | 39 - QDPJIWOJ |
| 6 - YCKCCXPD | 23 - UDPFFWOG | 40 - QEAIIVNJ |
| 7 - YCKCDXOE | 24 - VEAFFYNG | 41 - PCKJIXQJ |
| 8 - YPCDWNE | 25 - TCKFGXQH | 42 - PDPJIWPI |
| 9 - XBFCDYQE | 26 - TOPGGWPH | 43 - PDPJJWOK |
| 10 - XCKCKXPE | 27 - TOPGGWOH | 44 - PEAJJVNK |
| 11 - XCKDDXOE | 28 - TEAGGVNH | 45 - ODPJJWQK |
| 12 - XPDDDWNE | 29 - SDPGGWQH | 46 - OEAKJVPK |
| 13 - WCKDEXQE | 30 - SEAGGVPH | 47 - OEAKJVOK |
| 14 - WDPDEWPF | 31 - SEAHHVIO | 48 - OFFKJUNK |
| 15 - WDPDEWOF | 32 - SFFHHUNI | 49 - NCKKXOI |
| 16 - WEAEEVNF | 33 - RBFHHYQI | 50 - NDPKKWPL |
| 17 - VBFEEEXP | 34 - RCKHHPXI | |

BRIAN THE LION

Fancy some level codes? Ooh, I don't know whether I should give them to you. What's in it for me then? Eh?

The Spooky Ruins - sXr7vgqaGP
The Way Forward - sXqkKgqaGd
Graveyard - sXqkKgqaGd

Volcano - Rf20QpCqVx
EEEE! - sXqkK0KaGU

Also, according to a certain Paul Davies of Stockport, a good tip for the guardians is to buy the superjump from the shop and jump straight onto the heads of the enemy.

JET STRIKE

Kevin Knight has been beaver away on the Alternative classic and, being particularly bland, has managed to finish it and is, to be brutally honest, blowing his own trumpet totally unashamedly. One saving grace for him is that he has provided us with all the level codes, plus a few tips to boot. First the codes.

- 1 - TDEJQNQL
- 2 - JHALMROB
- 3 - R2WVUVCP
- 4 - VZQRUDOP
- 5 - HTETAPOJ
- 6 - NFYHOTAR
- 7 - RPSREBSX
- 8 - TREFCPMJ
- 9 - XHYJMVKK
- 10 - HHSFMBQX
- 11 - HXEXWPWV

Kev reckons that it is a good policy to disregard whatever the first mission in each level instructs you to do and instead take out the SAM and AA units with either the A-10 Warthog or SU-25 Frogfoot as these can carry a huge amount of AGM-65 Maverick missiles.

Once these are destroyed, the next step is to wreck the enemy runway and stop any additional enemy aircraft scrambling. The best way to do this is with the Tornado-carrying JP233s if you can get low, or 500lb bombs if you can't. Once this is done you can then shoot down any aircraft that are about.

Now concentrate on working your way through the missions and you shouldn't have too much to fear.



BUBBA 'N' STIX

Level codes again. Sigh.

- Level 2 - T1QKPF?CMG
- Level 3 - PXMYGFFW7D
- Level 4 - 913XPD1LZ5
- Level 5 - 121FX?5RJ



BRUTAL SPORTS FOOTBALL

Yet more code-type things, this time to allow you to progress through Millennium's bizarre, and ever so slightly sick sports simulation.

League 1 - 5L5Z6T6X! 66QGHGGGG
League 2 - Y!BY3PPDT PPXZ0ZZZZ
League 3 - F57G8L5GL 5Q4YXYYY



MORTAL KOMBAT

There've been a clutch of Mortal Kombat cheats sent in this month. Well two actually, but here they both are anyway

The first one is quite simple. Type in DULLARD on the screen where you choose between start + options and press return. Now even when you lose a life you won't lose any credits. Apparently.

And second, even simpler, on the same screen type, and I quote from the letter because I don't understand it myself, "abcd.... up to u 4 times to get a cheat screen."

There must be something in there that will help you out.



MICROCOSM

Bit of a Microcosm special in this month's Small Tips. First we have a cheat, and then a guide that will take you right through the game. The cheat is a bit vague as to exactly what you have to do, but the method provided does work.

After the intro, when the game starts, pause it and hold down the four coloured buttons and forward and rewind. Now move the joypad in a clockwise direction and hopefully you will hear a sound. This means the cheat is active and your ship is invulnerable and all the levels are accessible.

As if that wasn't enough, here is the complete walk-through (so to speak, although it's more of a fly-through really) to the game, courtesy of David Nolan.

As soon as the intro sequence has finished and you are put in control of the ship, just follow what the computer is doing until you reach your destination. The objective of three of the five missions is to change the blue dots on the outer circle of the map to red and this is achieved by simply reaching them. The levels are described in order of ease, but if you fancy playing them in a different order my advice is to go for it. To call up the map, hold down the top left button on the control pad. If you have read the manual you should know that the game is not paused for long so don't hang around.

Cephalic Vein: Follow the directions in capitals when you reach a junction...

LEFT, UP, RIGHT (call up the map and after you have filled in seven dots press the green button to be taken back to the start), RIGHT, UP (after you fill in the dot you are heading for, call up the map again and press the blue button to move the cursor to X JUNCTION 2, which is at the bottom of the list and press the green button to take you to the location), also take the middle junction to meet the end of level guardian.



Cartoid Artery: Stay in the top left hand corner of the screen to avoid nearly all the enemy fire and circle the screen when you are fired at. When you finally go up one of the junctions stay at the bottom middle of the screen. Follow these directions when you reach a junction. You do not have to change the blue dots to red. RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, LEFT, RIGHT, UP, LEFT.

Femur bone: Follow the directions in capitals when you reach a junction...

RIGHT, RIGHT, LEFT, LEFT, LEFT, LEFT (call up the map to look at your location and wait until the blue dot that you're heading for turns red and move the cursor to the junction third down on the list and press the green button), LEFT, MIDDLE (using the map again, wait for the blue dot that you are heading for to go red then press the green button to be taken to that location) LEFT, RIGHT.

Brain (Left Hemisphere): Follow the directions in capitals when you reach a junction...

RIGHT, RIGHT (call up the map when you have filled in four dots press the green button to take you back to the start), RIGHT, LEFT, RIGHT (call up the map again and when you have filled in six dots press the blue button until you reach jump restart on the bottom of the list and press the green button), LEFT, RIGHT (wait for the blue dot that you're heading for to go red then press the green button), LEFT, LEFT, RIGHT (using the map wait for the blue dot that you're heading for to go red, press the blue button and move the cursor to X JUNCTION 2 (bottom) on the list then press the green button), LEFT (wait for the blue dot to go red then move the cursor to level start on the list and press the green button), MIDDLE (call up the map and when the blue dot goes red press the green button), then take the left junction to complete the level.

Brain (Right Hemisphere): This level is very short, just follow what the computer is doing then take out Grey M. When this is done just sit back and watch the ending.

PGA TOUR GOLF

Publisher: Hit Squad

Price: £12.99

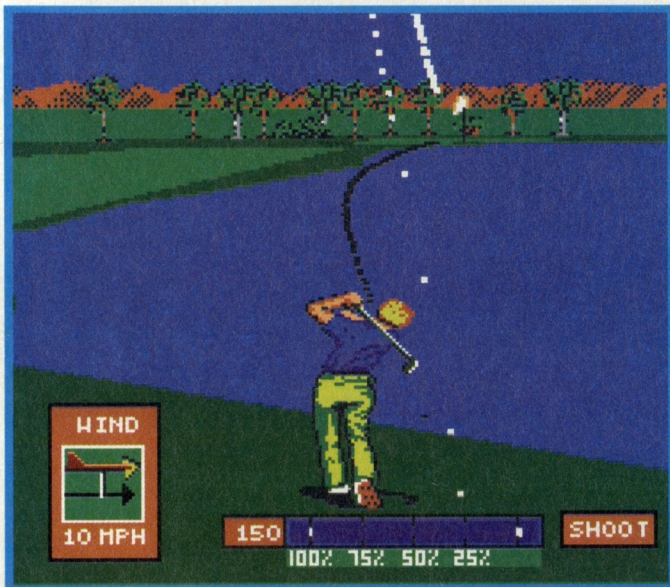
God knows when this first appeared on the Amiga. Years ago it seems. MicroProse and Grandslam have both launched serious assaults on the golfing front since then in the form of MP Golf and the recently CD-ified Nick Faldo's, but for me, nothing quite compares.

The ultra-simple stroke bar, the excellent putting feature and the ability to hook or fade your shots at will (with practice) are all superb, and the four top courses, 72-hole tournament mode and host of other save features only add to the brilliance of it all.

The sprite's a bit tired now, and another play mode would have been nice, but there's plenty to go at for weeks and weeks – I'm still into it after umpteen years. At this price you really don't want to miss out on a classic sports sim.

REVIEWED BY:
Paul

SCORE 91%



PREMIERE CD32

Publisher: Corkers

Price: £11.99

This was reviewed originally almost two years ago now and scored a massive 92%. I had only played it briefly before but to be honest, wasn't that impressed. There can be no denying the impact of the graphics and sound, which even by today's standards are impressive, but the gameplay is just not up to scratch.

This is an eight-way scrolling platform adventure played over six levels, each of which cleverly represents a different movie set. The story goes that a young film editor has had his film stolen from his cutting room the night before the film is due to show. Over six different levels ranging from black and white to cartoon, fantasy and even western settings he has to retrieve the stolen film canisters.

As for it being on a CD32, owners of that machine need not get excited. There is nothing new, or even particularly innovative to whet your appetites. Fun for a while, until the novelty wears off.



ZOOL

Publisher: GBH

Price: £9.99

I suppose Zool is a bit like Sensible Soccer in some ways. For a start, almost everyone who owns an Amiga has played it at some time or other, and we read about it in some magazine virtually every month. And it's always me who writes about it! Frankly, I've run out of new things to say, so we'll have a quick resumé.

Ninja, Nth Dimension, fast, good tunes, terrific marketing, many levels, universally acclaimed, surprise. Surprise? Yes, surprise. Surprise that, good game that it is, everyone was so carried away by it, and surprise that everyone seems to have hushed the fact up in light of more recent, better games.

If you haven't got it, then at a tenner it's well worth a look.

REVIEWED BY:
Paul

SCORE 80%



REVIEWED BY:
Steve

SCORE 71%

CHUCK ROCK CD32

Publisher: Corkers

Price: £10.99

This game always sticks in my mind because of the cringeworthy names of the characters involved. It starts off badly enough with Chuck Rock himself, but when you consider that the arch villain is called Gary Gritter you know things are pretty bad.

Though the game isn't too bad, it's really just standard platform fare with an amusing storyline and numerous comical touches. It certainly couldn't be called fast moving and at times becomes tedious as it plods along.

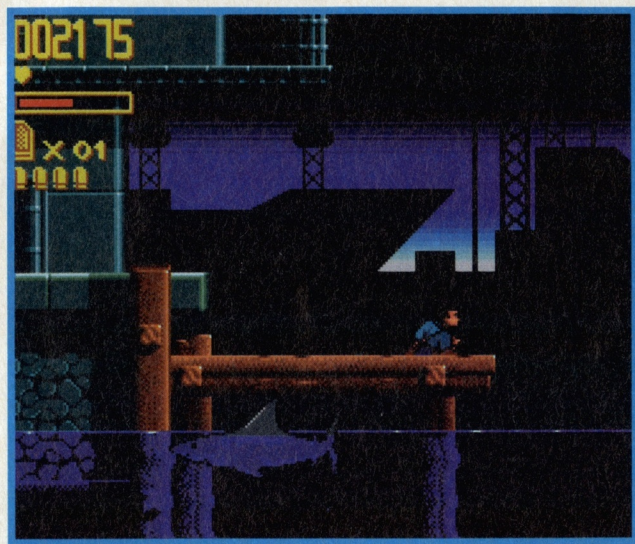
The graphics are very well drawn and there are some impressive sound effects, but I would be lying if I were to say that this is a completely enjoyable experience.

I came away with the impression that I had been running through treacle. With a little extra speed the game may have been acceptable, but as it stands there just isn't enough to keep even the most easily pleased gamer happy for long.



REVIEWED BY:
Steve

SCORE 75%



LETHAL WEAPON

Publisher: Hit Squad

Price: £9.99

I've just realised, it's all Hit Squad this month isn't it? Weird... Originally released at a time when Ocean were churning out stuff like Cool World and threatening us with Universal Monsters, this trilogy-based platform shoot 'em-up surprised a few people and scored quite highly.

Apparently it's by the same guys who did Hudson Hawk, and the similar style shows as you guide the flare-haired antipodean through various drug heists, weapon deals and general police-related antics.

Not only do you have a gun at your disposal, but luckily Mel is a bit handy with his fists and feet too. In no way a new game type, and not really worth 25 quid, but then again it's still one for the collection.

REVIEWED BY:
Paul

SCORE 80%

WIZKID

Publisher: Hit Squad

Price: £12.99

Wizkid? Wizkid? Whizz programmers more like, if you know what I mean and I'm sure you do. What a bloody weird game!

I didn't play this on its release a couple of years ago, and after loading began to suspect that someone had doctored the mushroom stroganov I had for breakfast (I like my funny breakfasts, you see). As with Wizball before it, you control a little green character - Wizkid - around multitudinous levels. He's lacking in substance, but a body can be gleaned to solve certain puzzles, which in themselves prove very bizarre indeed. Can't really see myself falling in love with it, but yet again, worth a gander for the cash.

REVIEWED BY:
Paul

SCORE 80%



competition

FLYNNNTASTIC!

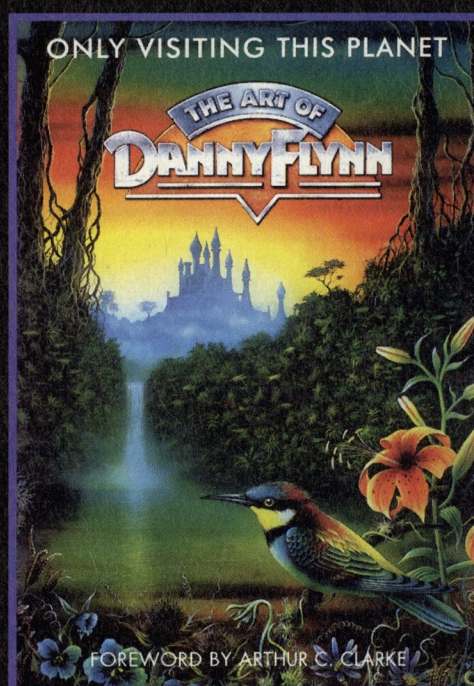
Seen that UFO artwork on our cover last issue? Fancy winning more of the same? Look no further

Danny Flynn's got a book out you know. At least you should know if you've been reading the magazine. After all, we have done a feature on him. Then again, I'm not absolutely sure whether this competition page will appear ahead of the feature in the magazine, so if you've been reading the magazine from front to back as most normal people do I'll have to let you off I suppose.

Anyway, seeing as the aforementioned book is due to appear on the shelves, we thought a competition would be in order to let you win some copies of it. Of course it wouldn't be enough to give away only a book, wonderful though it is, so we've also got a signed print of one of Danny's paintings to give away to each winner.

We thought it would be a nice idea to come up with something a little bit different for this, seeing as the feature itself was a little different. So to win this brilliant prize, what we want you to do is design a fantasy character, and tell us a little bit about him. It doesn't matter how well you can draw because imagination is the quality we will be looking for.

To ensure that quality shines through, all the entries will be passed on to Danny himself who will tirelessly search through them until he comes up with the eight best. And to give it that extra



special personal touch, if you enclose a stamped addressed envelope with your entry, Danny will write to you personally, telling you just what he thinks of you – in a nice way of course.

DANNY FLYNN COMPO

Name:

Address:

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Team:

Send your entries by 7th June to 'Danny Flynn', Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



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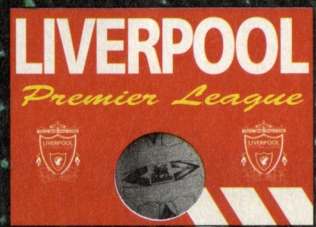
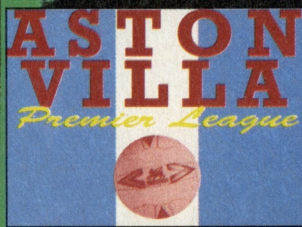
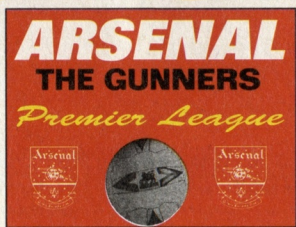
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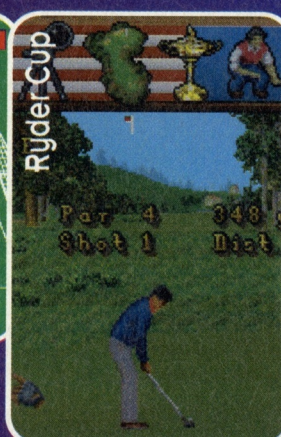
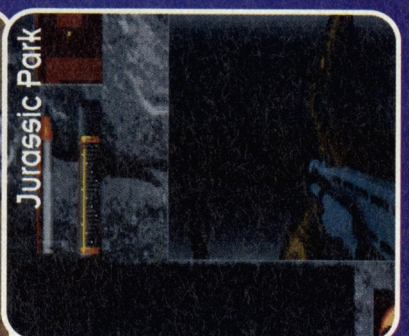
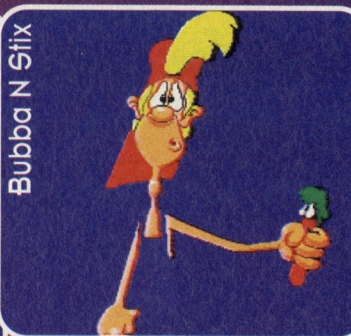
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BACK ISSUES



ISSUE 50 NOV '93. CODE 8491.

Cover – Jurassic Park.
Coverdisk Demos – Theatre of Death, Graham Gooch's Second Innings.
Features – Cannon Fodder, AA birthday.
Reviews – Blade of Destiny, Blastar, Brutal Sports Football, Burning Rubber, Caesar Deluxe, Diggers, D-Hero, Dogfight, Euro Champions, F17 Challenge, Gearworks, Graham Gooch's Second Innings, Jurassic Park, Morph A1200, Premier Manager 2.
GTGAs – Graham Gooch's World Class Cricket, Beavers, Goal!



ISSUE 51 DEC '93. CODE 8492.

Cover – T2 the Arcade Game.
Coverdisk Demos – Cannon Fodder, Brutal Sports Football.
Features – Terminator 2 and Mortal Kombat, Rise of the Robots, Behind the Scenes at US Gold.
Reviews – Alfred Chicken, Alien 3, Bob's Bad Day, Dunk, Krusty's Fun House, Micro Machines, NASCAR, Oscar CD32, Overdrive, Perihelion, Pinball Fantasies CD32, Uridium 2, Theatre of Death, Turrican 3, Qwak.
GTGAs – Hired Guns.



ISSUE 52 XMAS '93. CODE 8493.

Cover – Beneath A Steel Sky.
Three huge coverdisks! – Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.
Features – Rise of The Robots pt2, Behind the Scenes at Gallup, The Next Step (retrospective).
Reviews – Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F117A, Frontier, Globule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.
GTGAs – Theatre of Death, The Patrician.



ISSUE 53 JAN '94. CODE 8494.

Cover – Beat 'em-up Special.
Coverdisk Demos – Alien Breed 2, Disposable Hero, Dinosaur Detective Agency.
Features – MysterX.
Reviews – Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.
GTGAs – Overdrive, Yo! Joe! + free GTGA book!



ISSUE 54 FEB '94. CODE 8495.

Cover – Universe.
Coverdisk Demos – Body Blows Galactic, Fury of the Furries, Baldy.
Features – MysterX, Twenty Best Games of 1993.
Reviews – Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furries, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid MArks, Star Trek, Switch Quiz, Zool CD32.
GTGAs – Monkey Island, Jurassic Park.



ISSUE 55 MARCH '94. CODE 8496.

Cover – Winter Olympics.
Coverdisk Demos – Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.
Features – MysterX, Zeewolf, Starlord.
Reviews – Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snapperazzi, Tornado, Winter Olympics.
GTGAs – Star Trek 25th Anniversary, Goblins 3.



ISSUE 56 APRIL '94. CODE 8497.

Cover – UFO: Enemy Unknown.
Coverdisk Demos – Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.
Features – Soccer Kid animation, Psygnosis.
Reviews – Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.
GTGAs – Simon Sorc., Police Quest, Goblins 3 pt2.



ISSUE 57 MAY '94. CODE 8498.

Cover – James Pond 3
Coverdisk Demos – Sierra Soccer World Challenge, Brian the Lion A1200
Features – James Pond 3, Audiogenic, Starlord Pt 2
Reviews – Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.
GTGAs – Liberation, Stardust, King's Quest V1, Police Quest Pt 2 + free Cannon Fodder tips book.

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TALKBACK

The only letters page that doesn't discriminate against schizophrenics. Yes we do, no we don't, yes we do...yawn

GIVE US A GOBLIIN

Firstly I would like to congratulate you on a continuously brilliant mag. Nearly all your reviews are rated fairly and accurately (although I think you gave Zool 2 a bit of a hard time) and your news and features are actually worth reading - which is more than can be said for most other mags.

I would be very grateful if you could tell me whether Goblins is

out on budget yet. Maybe it is and I'm a bit slow. I think that Streetfighter 2 is the second most annoying, boring and pathetic game available for the Amiga, the first being Super Monaco GP. I just thought I'd get that off my chest.

Now I have and it's out of the way.

I would appreciate it if you could explain how you work out the Superleagues. Are they based on review mark or what?

Although your mag is great I

think there is room for improvement:

1. Can't you cut down on advertising just a little bit, as they really can be annoying.

2. While your covers are always great, your title is written in a way that gets just a bit dull and boring. Can't you snaz it up a bit?

Lastly, please, please can you send me one of the Goblins games as after playing your demo of Goblins 2 I have been after it for ages, but of course can't afford it (hope you software companies are reading this).

Mark Nuttall, Burton-On-Trent.

I suppose we could cut down on advertising, in theory. Are you willing to pay a fiver for the mag though, and what do you mean our title is boring? We've got rid of the black bit from behind it in quite radical fashion.

The Superleagues don't go off review marks. I'm not entirely sure what the hell they go off - personally I can't stand the buggers and I hope to read as much in the reader surveys so we can lose them once and for all. It's something to do with the team's opinion, apparently.

Thanks for your opinions on the games though, and no, you can't have one of the Goblins games because we don't have any ourselves any more.

BIT OF A SORT?

I am writing with reference to AA55, where I placed a contact ad in Swap Shop. Ever since, my poor letterbox has been pushed to the limit! The post arrives with a huge thump - I am receiving up to 30 letters a day!

Firstly, thanks for such an excellent service, and secondly, I would like a small favour. Most of the letters I have received have asked for a photo, and alas, my budget will not stretch to such a costly demand. So please, please, please print the enclosed photo so I can satisfy all my Amiga pen pals.

Before I sign off Paul, please ensure that the photo is returned to me, as it happens to be one of my favourites.

Melody Nice, Basildon.

A) I can't believe that's your real name, B) you've got some cheek - we aren't Smash Hits you know, and C) er, here it is. Now let that be an end to it.

MORE CD MOANS

I'd like to complain about Commodore's new beauty, the CD32. I'm just not going to buy it! Why? (Because you can hardly get

hold of a loaf of bread in Russia, never mind a state of the art 32bit CD games console? - Definitely Not Paul) Because I don't see any games that use the CD32's

potential. Has there been a single CD32 game that wouldn't be released on my A1200? Even Liberation is due for a floppy release!

Besides, I'm afraid that software publishers are releasing games that make the CD32 look ugly and disgusting. Look at the Dangerous Streets pack. Commodore should at least look at the games they are giving away with their console. Kirill Apanasenko, Moscow.

There's nothing wrong with Wing Commander and Diggers. Anyway, check out the Spectacular Voyage pack containing Microcosm, The Chaos Engine and four other CD games.

STAR LETTER

FOOTBALL CRAZY

While reading the April issue it struck me that the dreadful term "soccer" has managed to find its way into yet more games based on our beloved national sport. As if this isn't enough we are about to embark on a summer of those damn Yanks referring to football as bloody soccer!

The buggers nicked our word, gave it to their game and dumped us with friggin' soccer! That really sucks. The bloody word's everywhere. Sensible Soccer, Euro Soccer, Soccer Kid - the list goes on. If the game was called soccer then the controlling body would be called FISA.

Americans are allowed to have their own spellings of English words - take the month in question's cover - Center. If they can have daft spellings we should be entitled to football. On the subject of titles, I think the forthcoming Brutal Sports Soccer should be renamed French Football.

Rob Heatchcote, Biddulph, S-O-T. (Stockton-on-Tees, Stoke-on-Trent - like, where?)

P.S. How about a copy of Syndicate to practice my assassination technique for the next time a Yank says Soccer.

Krisalis' Tim James says: The universal reach of computers means that in order to maximise profitability, software companies need to give a game a title that will be understood on both sides of the Atlantic - hence soccer.

Paul says: Football isn't the national sport. Cricket is.

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16		A FF

FIRST KIT



SECOND KIT



UNDO

OK

"Sensible Football - doesn't have the same ring about it somehow."

HARKING BACK

I'm writing about two letters in issue 54. Your reply to Chris Hardy says "The appearance of a full game on our coverdisk could theoretically deprive the software companies of 60,000 sales", while in the letter about reviewing 80s games from J. Rodhouse you say "No game released in the 80s is still available... today, and it's pointless to review them because there isn't a cat in hell's chance you could get yourself a copy."

So why not put these games onto the coverdisk? The software company could also advertise more recent releases on the disk. Come on, think about it.

Chris Barraclough,
Welford, Northants.

Fair enough, but you've missed the point. The thing is, why would anyone buy a game at £25 or £30 when they could have a full game - any full game - for free? The majority wouldn't.

DO WHAT THEY DO

I reserve my copy of Amiga Action every month, but I occasionally buy The One as well. I've noticed that the Amiga action lowdown doesn't have as much information as The One. I read a certain letter last month from Campbell McGibbon asking about whether the game was hard disk installable (and we duly obliged - Paul), but there are many other possibilities.

For instance, how many disks the game will come on, the memory required, whether you need a joystick or a mouse, and whether or not the game will be making an appearance on the CD32 or A1200. So could you please give a bit more information on games?

Christopher Chriosostomou,
Enfield, Middlesex.

PS. This is not a complaint - your magazine is still the best, keep up the good work.

We might.

QUESTIONS, QUESTIONS

I would be grateful if you could answer a few questions. 1: What will a CD player play if you put in a CD32 game? 2: Do you check the cheats sent in? (Might sound like a daft question but the Jurassic Park ones in AA56 didn't work on my machine) 3: Why not split up the prices of the games into full price (£20+), middle price (£10-20) and budget (less than a tenner) as this would improve the balance of the magazine. 4: Where are the competition results? 5: When is a Boggit replacement coming to form a games helpline or something? 6: Is there going to be a 1 mef version of Liberation?

I hope that these comments are taken seriously as I know I would keep subscribing if these were taken into account.

Vivek Chokan, Hendon,
London.

PS. I found the message in AA54 Superleagues. It was 1st 1 2 spot this wins a game. I hope that I am the first one. Cheers.

I hate this kind of thing, it makes us look like a console mag, but here goes anyway.

**1: Nothing.
2: Yes, and we can't understand the JP either. Even Ocean have got the same codes as us.
3: Because two is quite enough.**

4: See last month.

5: Next month.

6: No.

Was that serious enough. Subscription rates are particularly favourable round about now you know...

PS. Just to show how serious I am, I counted up. You're the 40th. Cheers.

SHORT 'N' SWEET

I am writing to complain about the amount of time wasted at the start of your reviews rambling on about nonsense which does not truthfully concern the game. I don't want to pay £4 to hear you talk about machine specification of other games of this genre.

S. Newton, Barlaston, Staffs.

Such as when, like?

CELEBRITY APPEAL

We don't get enough letters from famous people. Come on, there must be someone out there who's been on the telly and reads Amiga Action. We don't care how famous - you could be Rutger Hauer, Piper Laurie, or even that lad who played Tristan in George and Mildred. Send in your views on any Amiga-related subject (along with a snapshot where possible) and we promise to print your scroll.

AT LAST! SENSE

After reading your news section in issue 56 about ELSPA and the new regulation system, I can't help but feel angry. This is not because of the guidelines but because we have to introduce them.

There is a lot of violence in the world today, and people don't want to believe that society is to blame, so they blame something else. Children don't learn violence from games or videos, they learn it from role models (ie parents). When children grow up they learn to talk, read and write from adults, and they need to learn right from wrong.

At the moment kids buy games not because of violence but for excitement and adventure. With the advent of censorship all this will change, and kids will try as hard as they can to get hold of 18+ games, turning to pirates if they are unsuccessful. Also, software companies will produce games with an 18+ label knowing that it will pique people's interest and they'll want to know why it is classed as such.

My daughter watches movement on a screen - she doesn't see it for the violence. Computers help manipulation and hand to eye coordination. We used to blame videos and now we blame games. We shouldn't blame machines, but ourselves.

GAMEPLAY FOREVER

"Amiga will be dead on the floppy market" says Richard Barclay of Core Design.

I have sold my Mega Drive for an Amiga 1200 and must admit that I am sometimes concerned with such comments. Now the point of this letter, with all the talk of super 64bit machines is that Cannon Fodder, Sensible Soccer, Settlers - even Tetris for that matter - are fantastic and would not play any better on these "super machines".

Better gameplay is better than

flashy graphics, for example the best game I have ever played was Mario Bros on the 8bit NES.

Hope this gets me a game (Cruise for a Corpse would be nice).

D. Ponsford, Portsmouth.

PS. Excuse the writing, I never learnt to write neat at school.

Nice one D. - it does get you a game, and Cruise for a Corpse it is. PS. Or indeed spell.

AUDIOGENIC, SOON

Could you please tell me if there are any games on the market to do with either playing or coaching rugby league or cricket, or if there are any plans for such games to be made.

Thanks.
David Evans, Pontefract, West
Yorks.

TINY BRAIN NEIL

I'm not in the habit of writing to magazines/newspapers etc, but finally, enough is enough. The straw which broke the camel's back was the review in issue 56 of The Blue and The Gray. Straight away can I say I have not seen this game, and have not made any plans to buy it. My comments are aimed at the style of the review by someone called "Neil".

The good part first. He does have the grace to admit that he is not a history student, and that the whole thing was too complicated for his tiny brain. The bad part: has he ever played Trivial Pursuit? The history questions are yellow in my edition, not brown.

The American Civil War took place between 1861-65 - that's the 19th century, not the 18th. Small picky points, but they go to show my overall objections to this and other reviews of such games. The script goes as follows: "I am not into strategy/war games, therefore they are rubbish. I only play

platform/shoot 'em-ups, and so does everyone else, so they don't deserve a decent review."

Yours is by no means the only mag to treat thinking games in this way. I accept that the majority of Amiga games players will willingly pay out £30 for the latest "Tufty Bunny Vs The Baddies pt IV", and do not want to know anything else, but there are some of us who prefer thinking software, and remember that Civilisation and Settlers amongst others have been best sellers.

So, whilst we may be in the minority, we are nevertheless quite a sizeable one. Get to the point! Right, horses for courses - these games should be reviewed by someone like myself, who likes and understands them, not by someone who admits from the outset that he hasn't got a clue what he's talking about.

I could never pretend to review Brian the Lion for instance, but there must be someone in your office, or freelance, who could do justice to strategy wargames.

Eg, if you were the editor of a newspaper, would you send a racing correspondent to cover a snooker match?

Sorry this is such a long winded badly written piece, but my son has the printer connected to the PC in his room. And yes, that gives my age away - I am an ageing has been-
Name misplaced, Haslingden, Lancashire.

-Unfortunately (for who exactly? - Neil) we lost the last page of this letter, so we don't know your name, but there's this taxi driver who takes me to Eli's Palace (The Roebuck to you old "has beens") in Haslingden occasionally, who owns every piece of hardware known to man. That's not you by any chance is it, because he waffles on like a good 'un as well.

Seriously though, Neil actually meant that the game was overly complicated, not too complicated for him to understand, but complicated for anyone to understand.

But yes - he does have a really tiny brain I must admit.

RALLY ROUND

It's all good and well us moaning about the lack of support for our fave machine, so let's do something about it - let's put pen to paper and write to a specific software company, say LucasArts, so we can get them to release their catalogue of games.

I reckon there are at least 20,000 loyal non-pirate buyers out there, so come on, let's write!

Just imagine the look on the faces of those people when all the letters pop through the letter box. All those CD32 owners write to Virgin - let's kick them off the fence. That's it, there's nothing more to say, go away please. No name, no address, no nothing.

Have I missed something here?...

BIG KATIE

Me and my friend David were reading crappy console mags the other day when we found an ad that said you could swap your old console games for £3.50.

We were upset because we couldn't find a similar ad in an Amiga mag, so please could you tell us where we can trade in Amiga games?
Simon Walsh, Sowerby, W.Yorks.

PS. Print this letter or I'll get a girl I like called Katie to beat you up, as she always threatens me.

What do you think the Swap Shop is, soft lad?

Send your lettuce to:

**Paul Roundell,
Talkback,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.**

**You can also reach us on fax no:
0625 876669**

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OVER THE

end

Sniff — it's a sad day. Oh yes, OTE from this day forth is disbanded. No longer will this section be a regular in AA. More about that later.

A RED HOT DATE WITH THE DEVILS

OTE

AT THE Willows, home of Salford Rugby League club, I met up with top trainer Howard Cartwright. Seeing me bagless, he asked where my kit was. "I was told you'd supply some gear for me to train in," I said hopefully. "Nope, none spare!" he replied. Time for the portable phone to save the day. I called Paul McNally, AA's Associate Editor who fortunately lives within driving distance of the club. "I'll dig some out and be with you in about five mins," he sniggered.

Unfortunately the only so-called shorts he could lay his hands on were of the skin tight cycling variety. Worse still was the colour... day-glo orange!

Reflecting on the situation I recall almost backing out. But oh no, I'm far too professional for that. Big Howard led me into the

changing rooms, which luckily for me were empty due to the fact that the lads were on the turf already. A temporary reprieve at least.

A WATERTIGHT SETUP?

Whizzing my jeans off, I managed to squeeze into the Mr Motivator tackle. "Time to go," laughed H.

How uncomfortable could this journalist feel? On the ground the entire squad were limbering up and I was told to do the same — stretching, star jumps, that sort of thing. Then it was on to the first proper exercise.

RUFF 'N' TUMBLE

The brief: if the man standing behind the tacklebag (an oversized punch bag of sorts) lifts it up then you tackle it, if not, press-up time, back on your feet, then scuttle backwards to your starting position where the whole process is repeated again. It sounds a doddle, but you try doing it 20 times at top speed.

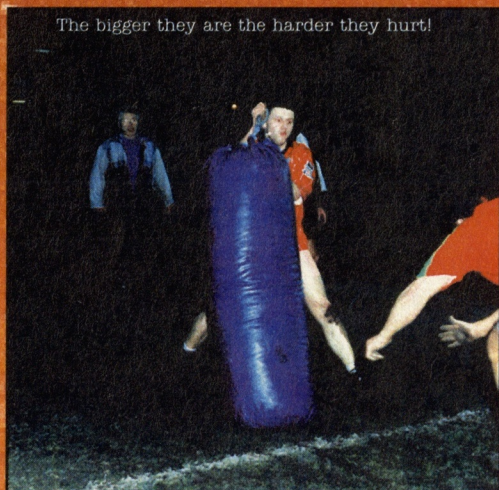
I was out on my feet already, Jeez I was knackered. Time to change over, Howard informed us. It was my turn to hold the bag, and when Howard tapped me on the back I was to raise it. I was all ready for my slice of orange by this stage, with my throat dry as a bone, and I really didn't realise how out of shape I actually was. The bag weighed a fair few pounds, and as the amount of tackles on it increased, so did the weight of the thing, or so it seemed.



A couple of exercises later I was ready to call it a day. But Howard had other plans for me, and he dissuaded me from leaving the field by getting a couple of the stars to 'motivate me' who, in between taking the pee out of those shorts, did a corking job. But it was only a matter of time before the sideline became my only option.

TIME OUT

That was it — I'd really had enough now. I signalled for a time out and then headed for the showers, my legs like jelly and my head spinning. I'd lasted 45 minutes. Okay, okay, I hold my hands up — it was probably more like half an hour, but boy did it seem longer! Would you believe those super fit Red Devils would be at it for another 90 minutes? They must be Rugby mad.

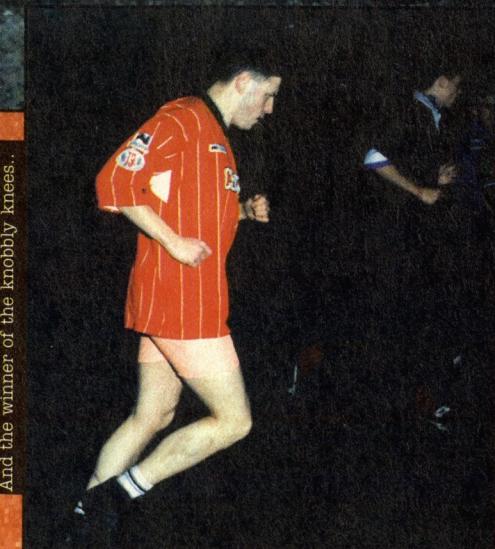


The bigger they are the harder they hurt!

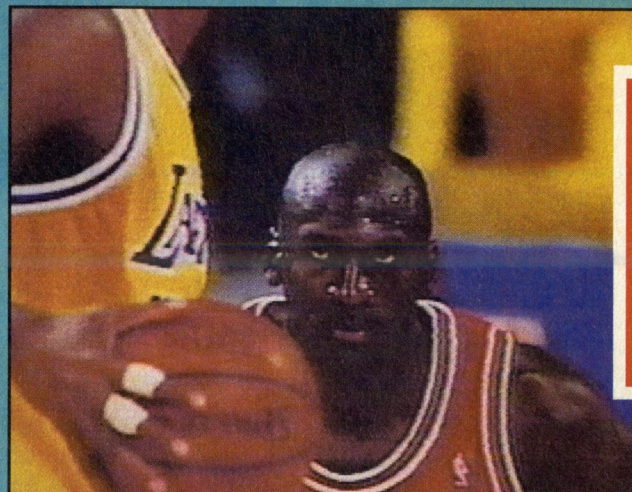
the drapes yet though, check this *

ge

How much more of this could I stand?



And the winner of the knobby knees...



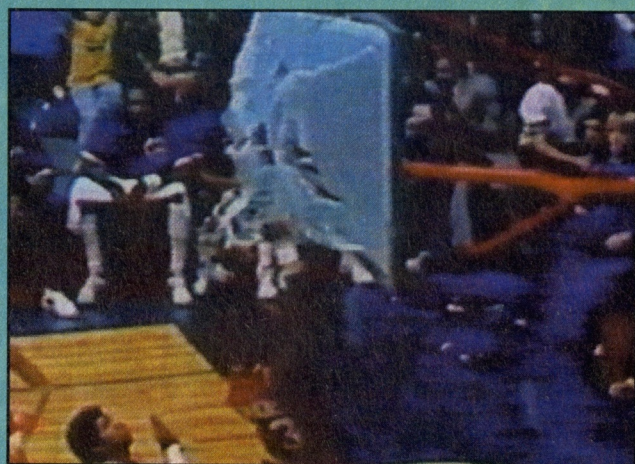
VIDEO

SLAM DUNK HISTORY OF THE GAME

FOX VIDEO

£12.99

NBA fever is at an all time high, and there's been a massive influx of slammin' videos – Shaq Attak to name but one. But The History Of The Game really does equate to good value for money – over two hours of wild and wacky fun from the archives of the NBA and other sources. As the title suggests, it even takes a good look into the origins of the game. A must for 'ball fans. Large.



OTE

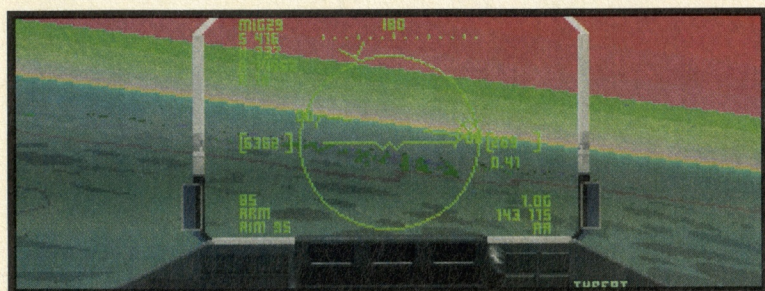
LAST WORDZ

...And I'll tell you why. You Amiga owners seem to like your mags to be full of Amiga stuff only, so the two big Pauls (I said Pauls) have asked me to reformulate my ideas for a more computer-based platform, like the piracy feature this ish'. There'll be more of that sort of hard hitting feature soon. But anyway, respekt is definitely due to all the true OTE fans, and I'd like to say thanks to all the people who have believed in me over the last few months. They know who they are. Remember the name. Brad.

■ WHY NOT KEEP IN TOUCH AT USUAL ADDRESS, BRAD BURTON C/O AMIGA ACTION

READER

Hi, this is QGC, the Amiga Action Quality Games Channel, and we're here to bring you some of the best software bargains around. Look at this game – it's Jurassic Park, based on the actual film. Let me just turn it around– etc.



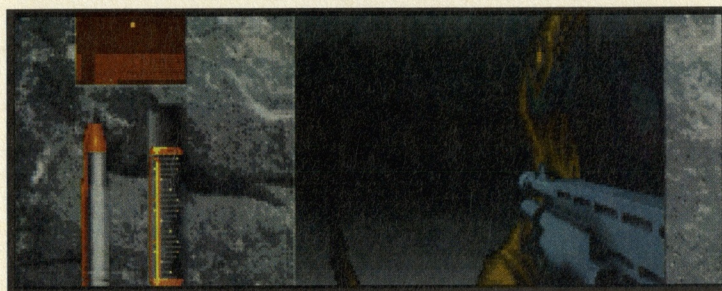
TFX. Ocean. RRP £34.99 AA price £24.99



Lamborghini. Titus. RRP £25.99 AA price £17.99



Jurassic Park. Ocean. RRP £25.99 AA price £17.99



Jurassic Park A1200. Ocean. RRP £27.99 AA price £17.99



Streetfighter 2. Kixx XL. RRP £14.99 AA price £11.99



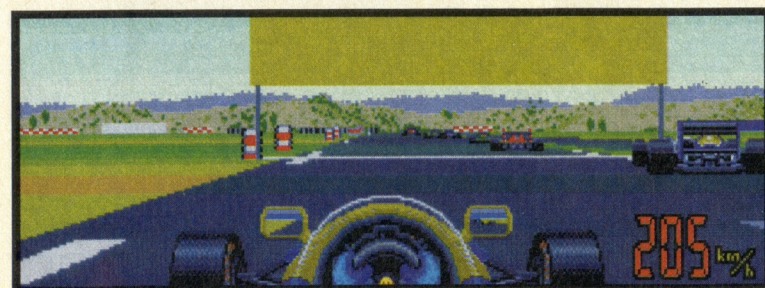
Monkey Island. Kixx XL. RRP £16.99 AA price £12.99



European Champions. Ocean. RRP £25.99 AA price £16.99



Ryder Cup. Ocean. RRP £25.99 AA price £17.99



Nigel Mansell. Gremlin. RRP £25.99 AA price £10.50



Nigel Mansell CD32. Gremlin. RRP £25.99. AA price £14.99

Total

SUPER

Oh yes, we like our Superleague japes and we will not be denied them. A game to Lindsay Spelling from Wellinborough for spotting last month's Kick Off 2 debacle. Later...

ARCADE ADVENTURE

- 1 FIRST SAMURAI**
Mirrorsoft
- 2 ROBOCOP 3**
Ocean
- 3 D/GENERATION**
Mindscape
- 4 SECOND SAMURAI**
Psygnosis
- 5 HUNTER**
Activision
- 6 ANOTHER WORLD**
US Gold
- 7 JURASSIC PARK**
Ocean
- 8 HEIMDALL**
Core Design
- 9 THE IMMORTAL**
Electronic Arts
- 10 GOLD OF THE AZTECS**
US Gold
- 11 CADAVER**
Renegade
- 12 MOONSTONE**
Mindscape
- 13 CORPORATION** + Mission Disk
Core Design
- 14 SPACE CRUSADE**
Gremlin
- 15 HERO QUEST** + Data Disk
Gremlin
- 16 ASHES OF EMPIRE**
Mirage
- 17 CYBERCON III**
US Gold
- 18 SWORD OF HONOUR**
DMI
- 19 LORDS OF TIME**
Software Business
- 20 XENOMORPH**
Ubisoft
- 21 BARBARIAN II**
Palace
- 22 SHADOW OF THE BEAST III**
Psygnosis
- 23 ROCKET RANGER**
Cinemaware
- 24 CAME FROM THE DESERT** +Ant Head
Cinemaware
- 25 HORROR ZOMBIES/THE CRYPT**
Millennium
- 26 UNREAL**
Ubisoft
- 27 KULT**
Ubisoft
- 28 OBITUS**
Psygnosis
- 29 CRYSTALS OF ARBorea**
Silmarils
- 30 VODOO NIGHTMARE**
Activision
- 31 LAST NINJA 3**
System 3
- 32 ABANDONED PLACES**
Electronic Zoo
- 33 ZOMBI**
Ubisoft
- 34 NINJA REMIX**
System 3

- 35 COLORADO**
Ubisoft
- 36 BLOODWYCH** +Data Disks
Mirrorsoft
- 37 COLDITZ**
Digital Magic
- 38 HEAD OVER HEELS**
Ocean
- 39 INDY/FATE OF ATLANTIS**
Lucasfilm
- 40 HARE RAISING HAVOC**
Infogrames
- 41 B.A.T.**
Ubi Soft
- 42 MERCENARY III**
Novagen
- 43 SHADOW OF THE BEAST II**
Psygnosis
- 44 DIZZY'S EXCELLENT ADV**
CodeMasters
- 45 THE SIMPSONS**
Ocean
- 46 DEATH TRAP**
Anco
- 47 DRAGON'S LAIR III**
Readysoft
- 48 TREASURE TRAP**
CodeMasters
- 49 SHADOW OF THE BEAST**
Psygnosis
- 50 INFESTATION**
Unknown
- 51 RESOLUTION 101**
Millennium/UBI
- 52 NEUROMANCER**
Unknown
- 53 RAN XEROX**
Ubi Soft
- 54 BATMAN - CAPED CRUSADER**
Ocean
- 55 WEIRD DREAMS**
Rainbow Arts
- 56 SPACE ACE II**
Readysoft
- 57 SIR FRED**
Ubisoft
- 58 HEROES OF THE LANCE**
US Gold
- 59 STORMLORD**
Unknown
- 60 THUNDERBIRDS**
Teque/UBI
- 61 GHOSTBUSTERS 2**
Activision
- 62 BOROBODUR**
Thalamus
- 63 BRIDES OF DRACULA**
Gonzo Games
- 64 NIGHTBREED (INTERACTIVE)**
Ocean
- 65 GUY SPY**
Readysoft
- 66 THE RETURN OF MEDUSA**
Unknown
- 67 OMNICRON CONSPIRACY**
Unknown
- 68 BLADE WARRIOR**
Unknown
- 69 CHAOS IN ANDROMEDA**
Arc

- 70 BADLANDS PETE**
Arc
- 71 UNIVERSAL MONSTERS**
Ocean
- 72 SPACE ACE**
Readysoft
- 73 DRAGONS LAIR 2**
Readysoft



- 74 SINGE'S CASTLE**
Readysoft
- 75 DRAGON'S LAIR**
Readysoft
- 76 BARBARIAN**
Palace
- 77 OBLITERATOR**
Unknown
- 78 CRIME DOES NOT PAY**
Empire
- 79 KRISTAL**
Unknown
- 80 GALDREGON'S DOMAIN**
Unknown
- 81 EYE OF HORUS**
Millennium
- 82 PYRAMAX**
Unknown
- 83 THEME PARK MYSTERY**
Mirrorsoft
- 84 BARBARIAN II**
Psygnosis
- 85 PAC LAND**
Unknown
- 86 THREE STOOGES**
Cinemaware
- 87 HEART OF THE DRAGON**
Dynamix
- 88 MICKEY MOUSE**
US Gold
- 89 BEASTLORD**
Grandslam
- 90 AQUANAUT**
Fission Chips

ADVENTURE

- 1 BENEATH A STEEL SKY**
Virgin
- 2 MONKEY ISLAND 2**
US Gold
- 3 INDY/FATE OF ATLANTIS**
US Gold
- 4 STAR TREK**
Interplay
- 5 SIMON THE SORCERER**
PDQ
- 6 LEGEND OF KYRANDIA**
Virgin
- 7 LURE OF THE TEMPTRESS**
Virgin
- 8 SECRET OF MONKEY ISLAND**
US Gold
- 9 CURSE OF ENCHANTIA**
Core Design
- 10 RISE OF THE DRAGON**
Dynamix

- 11 DARK SEED**
Cyberdreams
- 12 LABYRINTH OF TIME**
Electronic Arts
- 13 MADDOG WILLIAMS**
Game Crafters
- 14 INDY/LAST CRUSADE**
Lucasfilm
- 15 KGB**
Virgin
- 16 MEAN STREETS**
US Gold
- 17 KINGS QUEST VI**
Sierra
- 18 OPERATION STEALTH**
US Gold
- 19 LEISURE SUIT LARRY 5**
Sierra
- 20 CRUISE FOR A CORPSE**
US Gold
- 21 WAXWORKS**
Accolade
- 22 COSMIC SPACEHEAD**
Codemasters
- 23 ELVIRA/MISTRESS OF DARK**
Accolade
- 24 ELVIRA II/JAWS OF CERBERUS**
Accolade
- 25 KING'S QUEST SERIES**
Sierra
- 26 HEART OF CHINA**
Dynamix
- 27 MANIAC MANSION**
Eldersoft
- 28 NIPPON SAFES INC**
DMI
- 29 INNOCENT UNTIL CAUGHT**
Psygnosis
- 30 LOOM**
US Gold
- 31 WILLY BEAMISH**
Sierra
- 32 HITCHHIKERS GUIDE**
Infocom
- 33 CODENAME: ICEMAN**
Sierra



- 34 POLICE QUEST SERIES**
Sierra
- 35 FUTURE WARS**
US Gold
- 36 LEATHER GODDESSES**
Infocom
- 37 LEISURE SUIT LARRY 1, 2 & 3**
Sierra
- 38 SPACE QUEST IV**
Sierra
- 39 SPACE QUEST 1, 2 & 3**
Sierra
- 40 DUNE**
Virgin
- 41 TRIAL BY FIRE**
Sierra
- 42 ZAK MCKRAKEN**
Lucasfilm
- 43 ZORK TRILOGY**
Infocom
- 44 SUSPICIOUS CARGO**
Gremlin
- 45 WONDERLAND**
Virgin

EAGLES

- 46 DEMONIAK**
Silmarils
- 47 PLAN 9 FROM OUTER SPACE**
Gremlin
- 48 MAUPITI ISLAND**
Lankhor
- 49 PLANETFALL**
Infocom
- 50 GUILD OF THIEVES**
Rainbird
- 51 STATIONFALL**
Infocom
- 52 B.A.T. II**
Ubi Soft
- 53 INNOCENT UNTIL CAUGHT**
Psygnosis
- 54 CONQUESTS OF CAMELOT**
Sierra
- 55 LURKING HORROR**
Unknown
- 56 ULTIMA SERIES**
Origin Mindscape
- 57 MANHUNTER SERIES**
Sierra
- 58 HOOK**
Ocean
- 59 B.A.T.**
Ubi Soft
- 60 DEJA-VU 1+2**
Mirrorsoft
- 61 SHOGUN**
Infocom
- 62 SPELLBREAKER**
Infocom
- 63 WISHBRINGER**
Infocom
- 64 CHRONOQUEST SERIES**
Psygnosis
- 65 ENCHANTER**
Infocom
- 66 SORCEROR**
Infocom
- 67 BEYOND ZORK**
Infocom
- 68 ZORK ZERO**
Infocom
- 69 SUSPECT**
Infocom
- 70 BUREAUCRACY**
Rainbow Arts
- 71 DEADLINE**
Infocom
- 72 TIME**
Rainbird
- 73 INFIDEL**
Infocom
- 74 CORRUPTION**
Rainbird
- 75 FISH**
Rainbird
- 76 JINXTER**
Rainbird
- 77 THE PAWN**
Rainbird
- 78 SUSPENDED**
Infocom
- 79 TIMES OF LORE**
Origin
- 80 COLONEL'S BEQUEST**
Sierra
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Sierra
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Digital Integration
- 84 STARCROSS**
UbiSoft
- 85 HOLLYWOOD HI-JINX**
Infocom
- 86 TRINITY**
UbiSoft

- 87 A MIND FOREVER VOYAGING**
Infocom
- 88 BLACK CAULDRON**
Infocom
- 89 NIGHT ORC**
Rainbird
- 90 SEA STALKER**
Infocom

SHOOT'EM-UP

- 1 CHAOS ENGINE**
Renegade
- 2 DESERT STRIKE**
Electronic Arts
- 3 ALIEN BREED 2**
Team 17
- 4 PROJECT-X**
Team 17
- 5 ALIEN BREED '92**
Team 17
- 6 BLOOD MONEY**
Psygnosis
- 7 ALIEN BREED**
Team 17
- 8 TURRICAN 3**
Renegade
- 9 SEEK AND DESTROY**
Mindscape
- 10 WALKER**
Psygnosis
- 11 SILKWORM**
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Rainbow Arts
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Alternative
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Renegade
- 21 THE KILLING GAME SHOW**
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- 22 X-OUT**
Rainbow Arts
- 23 DISPOSABLE HERO**
Gremlin



- 24 T2 ARCADE**
Virgin
- 25 Z-OUT**
Rainbow Arts
- 26 APIDYA**
Blue Byte
- 27 R-TYPE II**
Activision
- 28 MIDNIGHT RESISTANCE**
Ocean
- 29 FIREFORCE**
ICE

- 30 MICROCOSM**
Psygnosis
- 31 ALCATRAZ**
Infogrames
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Ocean
- 33 VENUS**
Gremlin
- 34 EPIC**
Ocean
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Activision
- 36 BATTLE SQUADRON**
UbiSoft
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Psygnosis
- 38 WOLFCHILD**
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- 39 SPACE GUN**
Ocean
- 40 LETHAL XCESS**
Grandslam
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21st Century
- 42 WING COMMANDER**
Mindscape
- 43 ANARCHY**
Unknown
- 44 OPERATION THUNDERBOLT**
Ocean
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Ice
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Thalion
- 47 WARZONE**
Core Design
- 48 ESCAPE FROM THE ROBOT**
Unknown
- 49 MONSTERS**
UbiSoft
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Sierra
- 51 ORK**
Psygnosis
- 52 STARDUST**
Daze
- 53 VIDEO KID**
Gremlin
- 54 FLY HARDER**
Krysalis
- 55 PEGASUS**
Gremlin
- 56 HOSTILE BREED**
Palace
- 57 BONANZA BROS**
US Gold
- 58 FIREHAWK**
Codemasters
- 59 FANTASTIC VOYAGE**
UbiSoft
- 60 STRIDER II**
US Gold
- 61 ATOMIC ROBO-KID**
Activision
- 62 THE EXECUTIONER**
Audiogenic
- 63 ARMALYTE**
Thalamus
- 64 OPERATION WOLF**
Ocean
- 65 SHADOW DANCER**
US Gold
- 66 SUPER SPACE INVADERS**
Domark
- 67 LINE OF FIRE**
US Gold
- 68 XENON**
Renegade
- 69 MONTY PYTHON**
Virgin
- 70 TERMINATOR 2**
Ocean

- 71 SUPER SKWEEK**
Loricel
- 72 BATTLESTORM**
UbiSoft
- 73 ROBOPOL 2**
Ocean
- 74 AGONY**
Psygnosis
- 75 STARUSH**
UbiSoft
- 76 MERCS**
US Gold
- 77 BAAL**
Unknown
- 78 CAVITAS**
Unknown
- 79 ALIEN STORM**
US Gold
- 80 WARLOCK THE AVENGER**
Millennium
- 81 CARDIAXX**
Electronic Zoo/Team 17
- 82 TOTAL CARNAGE**
ICE
- 83 WESTPHASER**
Loricel
- 84 FIRE AND FORGET**
Titus
- 85 STARRAY**
Logotron
- 86 PREDATOR II**
Mirrorsoft
- 87 GHOST BATTLE**
Thalion
- 88 FRENETIC**
Audiogenic
- 89 THE SPY WHO LOVED ME**
Domark
- 90 TOTAL RECALL**
Ocean
- 91 UNDER PRESSURE**
Electronic Zoo
- 92 BACK TO THE FUTURE 3**
Mirrorsoft
- 93 MENACE**
Psygnosis
- 94 SAINT DRAGON**
Domark
- 95 DALEK ATTACK**
Alternative
- 96 THUNDERJAWS**
Domark
- 97 ZONE WARRIOR**
Electronic Arts
- 98 U.N. SQUADRON**
US Gold
- 99 VAXINE**
Activision
- 100 DAN DARE II**
Virgin

SPORTS SIMULATION

- 1 SENSIBLE SOCCER V1.1**
Renegade
- 2 GOAL**
Virgin
- 3 SPEEDBALL 2**
Renegade
- 4 PRO TENNIS TOUR 2**
Ubi Soft
- 5 MAN UTD LEAGUE CHAMPS**
Krysalis
- 6 JOHN MADDEN**
Electronic Arts
- 7 PGA TOUR GOLF + Data Disk**
Electronic Arts
- 8 PREMIER MANAGER 2**
Gremlin
- 9 GRAHAM GOOCH CRICKET**
Audiogenic

- 10 PREMIER MANAGER**
Gremlin
- 11 MICROPROSE GOLF**
MicroProse
- 12 WORLD CLASS RUGBY**
Audiogenic
- 13 BRUTAL SPORTS FOOTBALL**
Millennium
- 14 WINTER OLYMPICS**
U.S. Gold
- 15 EUROPEAN CHAMPIONS**
Ocean
- 16 PLAYER MANAGER**
Anco
- 17 SPEEDBALL**
Renegade
- 18 JIMMY WHITE'S SNOOKER**
Virgin
- 19 ARCHER MACLEAN'S POOL**
Virgin
- 20 WORLD CLASS LEADERBOARD**
US Gold
- 21 LINKS**
US Gold
- 22 THE MANAGER**
US Gold
- 23 GAMES: SUMMER EDITION**
US Gold
- 24 CHAMP MANAGER '93**
Domark
- 25 AMERICAN GLADIATORS**
Gametek
- 26 NICK FALDO'S CHAMP GOLF**
Grandslam
- 27 CHAMPIONSHIP MANAGER**
Domark



- 28 TENNIS CUP**
Loricel
- 29 TV SPORTS FOOTBALL**
Mindscape
- 30 CALIFORNIA GAMES**
US Gold
- 31 STRIKER**
Rage
- 32 PRO TENNIS TOUR**
Ubi Soft
- 33 JAHANGIR KHAN SQUASH**
Krisalis
- 34 GRAHAM TAYLOR'S**
Krisalis
- 35 RBI 2 BASEBALL**
Mindscape
- 36 DISC**
Loricel
- 37 THE AQUATIC GAMES**
Millennium
- 38 TV SPORTS BASKETBALL**
Mindscape
- 39 SUPER SPORT CHALLENGE**
Daze
- 40 RYDER CUP**
Ocean
- 41 TENNIS CUP 2**
Loricel
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Grandslam
- 43 WINTER SUPERSPORTS '92**
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Krisalis
- 45 ZANY GOLF**
Ubisoft
- 46 EURO SOCCER**
Flair

- 47 MAN UNITED - EUROPE**
Krisalis
- 48 TV SPORTS BASEBALL**
Mindscape
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Tynesoft
- 50 INTERNATIONAL SPORTS**
Empire
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Rainbow Arts
- 52 TIP OFF**
Anco
- 53 EUROPEAN FOOTBALL CHAMP**
Krysalis
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Bethesda
- 55 MICROPROSE SOCCER**
MicroProse
- 56 INTERNATIONAL SOCCER**
MicroProse
- 57 SUPERSKI 2**
MicroProse
- 58 THE CARL LEWIS CHALLENGE**
Psychosis
- 59 CALIFORNIA GAMES II**
US Gold
- 60 MEGA SPORTS**
Ubisoft
- 61 GRAND MONSTER SLAM**
Rainbow Arts
- 62 WORLD GAMES**
US Gold
- 63 PROJECTYLE**
Electronic Arts
- 64 PURPLE SATURN DAY**
Infograms
- 65 ADVANTAGE TENNIS**
Ubisoft
- 66 WWF WRESTLEMANIA**
Ocean
- 67 STORMBALL**
Millennium
- 68 ITALY 1990**
US Gold
- 69 FACE OFF ICE HOCKEY**
Krisalis
- 70 BILLIARDS II**
Infograms
- 71 REBEL RACER**
Unknown
- 72 I PLAY 3D SOCCER**
I-Play
- 73 WORLD CHAMP SOCCER**
Unknown
- 74 STEVE DAVIS SNOOKER**
CDS
- 75 FOOTBALL MANAGER 2**
Addictive
- 76 JACK NICKLAUS GOLF**
Gremlin
- 77 FOOTBALLER OF THE YEAR 2**
Gremlin
- 78 3D TENNIS**
Unknown
- 79 WILD WHEELS**
Ocean
- 80 RUGBY/THE WORLD CUP**
Infograms
- 81 SUPER LEAGUE MANAGER**
Unknown
- 82 EUROPEAN SUPERLEAGUE**
Unknown
- 83 TOURNAMENT GOLF**
Unknown
- 84 MANCHESTER UNITED**
Krisalis
- 85 CIRCUS GAMES**
Unknown
- 86 ADIDAS SOCCER**
Ocean
- 87 SLIDERS**
Palace
- 88 INTER. RUGBY CHALLENGE**
Domark
- 89 SUPERSOCCER**
Ubisoft

- 90 PASSING SHOT**
Unknown
- 91 GRAND NATIONAL**
Unknown
- 92 MEAN 18**
Accolade
- 93 THE GAMES ESPANIA '92**
Ocean
- 94 ADIDAS TENNIS**
Ocean
- 95 ITALIA '90**
US Gold
- 96 M.U.D.S.**
Rainbow Arts
- 97 CYBERBALL**
Unknown
- 98 FIGHTING SOCCER**
Unknown
- 99 STREET HOCKEY**
Telecomsoft
- 100 KICK OFF 2**
Anco

FLIGHT SIMULATION

- 1 REACH FOR THE SKIES**
Virgin
- 2 FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 GUNSHIP 2000**
MicroProse
- 4 FALCON & MISSION** Disks 1 & 2
Mirrorsoft
- 5 TORNADO**
Digital Integration



- 6 F117A**
MicroProse
- 7 COMBAT AIR PATROL**
Psychosis
- 8 B17 FLYING FORTRESS**
MicroProse
- 9 DOGFIGHT**
MicroProse
- 10 THUNDERHAWK**
Core Design
- 11 F-19 STEALTH FIGHTER**
MicroProse
- 12 THEIR FINEST HOUR + Data Disk**
Lucasfilm
- 13 F-16 COMBAT PILOT**
Digital Integration
- 14 A320 AIRBUS USA**
Thalion
- 15 BATTLEHAWKS 1942**
Lucasfilm
- 16 FIGHTER BOMBER**
Activision
- 17 A320 AIRBUS**
Thalion
- 18 A-10 TANK KILLER V1.5**
Sierra
- 19 GUNSHIP**
MicroProse
- 20 BIRDS OF PREY**
Electronic Arts
- 21 SHUTTLE**
Virgin
- 22 PROFLIGHT**
Hi Soft
- 23 INTERCEPTOR**
Unknown
- 24 FLIGHT SIMULATOR 2**
Sublogic

- 25 KNIGHTS OF THE SKY**
MicroProse
- 26 MIG-29M SUPER FULCRUM**
Domark
- 27 F-29 RETALIATOR**
Ocean
- 28 F-15 STRIKE EAGLE II**
MicroProse
- 29 A-10 TANK KILLER**
Sierra
- 30 MIG-29 FULCRUM**
Domark
- 31 TOWER FRA**
Unknown
- 32 WINGS**
Cinemaware
- 33 SKYCHASE**
MicroProse
- 34 F-15 STRIKE EAGLE**
MicroProse
- 35 ATF II**
Digital Integration
- 36 FIGHTER DUEL PRO**
Jaeger Software
- 37 CHUCK YEAGER**
Electronic Arts
- 38 RED BARON**
Dynamix
- 39 STRIKE FORCE HARRIER**
Digital Integration
- 40 BLUE MAX**
Unknown

RACING

- 1 SKIDMARKS**
Acid Software
- 2 LOTUS ESPRIT TURBO CHALL**
Gremlin



- 3 FORMULA ONE GRAND PRIX**
MicroProse
- 4 SUPERCARS 2**
Gremlin
- 5 LOTUS TURBO CHALLENGE II**
Gremlin
- 6 OVERDRIVE**
Team 17
- 7 STUNT CAR RACER**
MicroStyle
- 8 NO SECOND PRIZE**
Thalion
- 9 NITRO**
Psychosis
- 10 LOTUS III**
Gremlin
- 11 LAMBORGHINI**
Titus
- 12 F17 CHALLENGE**
Team 17
- 13 MICRO MACHINES**
CodeMasters
- 14 JAGUAR XJ220**
Core Design
- 15 HARLEY DAVIDSON**
Mindscape
- 16 F1**
Domark
- 17 VROOM**
Unknown

18 BILL ELLIOT'S NASCAR

Gametek

19 CRAZY CARS 3

Titus

20 INDIANAPOLIS 500

Electronic Arts

21 NIGEL MANSELL

Gremlin

22 SUPER MONACO GP

US Gold

23 TEST DRIVE 2

Accolade

24 TOYOTA RALLY

Gremlin

25 COMBO RACER

Gremlin

26 SUPER OFF ROAD RACER

Virgin

27 SUPER CARS

Gremlin

28 TEAM SUZUKI

Gremlin

29 LOMBARD RAC RALLY

Mandarin

30 SUPER HANG-ON

Activision

31 JUPITER'S MASTERDRIVE

Ubi Soft

32 RVF HONDA

MicroStyle

33 INDY HEAT

The Sales Curve

34 PSYBORG

Loricel

35 4D SPORTS DRIVING

Mindscape

36 OUTRUN EUROPA

US Gold

37 HARD DRIVIN' II

Domark

38 ROAD RASH

Electronic Arts

39 GRAND PRIX CIRCUIT

Unknown

40 TURBO OUTRUN

US Gold

41 HARD DRIVIN'

Domark

42 BADLANDS

Domark

43 PRIME MOVER

Psygnosis

44 THE CYCLES

Ubisoft

45 CHASE HQ II

Ocean

46 POWERDROME

Ubisoft

47 OVERLANDER

Elite

48 TEST DRIVE

Accolade

49 BURNING RUBBER

Ocean

50 RED ZONE

Psygnosis

51 CISCO HEAT

Mirrorsoft

52 RACE DRIVIN'

Domark

53 MOONSHINE RACERS

Millennium

54 FERRARI FORMULA 1

Virgin

55 THE ULTIMATE RIDE

Mindscape

56 HOTROD

Activision

57 GRAND PRIX MASTER

Codemasters

58 CHASE HQ

Ocean

59 HIGHWAY PATROL 2

Infogrames

60 DRIVIN' FORCE

Digital Magic

BEAT'EM-UP**1 MORTAL KOMBAT**

Virgin

2 IK+

System 3

3 BODY BLOWS

Team 17

4 PANZA KICK BOXING

Futura

5 TORVAK THE WARRIOR

Core Design

6 BODY BLOWS GALACTIC

Team 17

7 BUDOKAN

Electronic Arts

8 STREETFIGHTER II

US Gold

9 ORIENTAL GAMES

Unknown

10 AFTER THE WAR

Dynamic

11 VIGILANTE

US Gold

12 WRATH OF THE DEMON

Readysoft

13 SHADOW WARRIORS

Ocean

14 FINAL FIGHT

US Gold

15 NINJA WARRIORS

Virgin

16 GOLDEN AXE

Virgin

17 SWORD OF THE SODAN

Activision

18 CHAMBERS OF SHAOLIN

Grandslam

19 METAL MASTERS

Infogrames

20 BLACK TIGER

US Gold

21 DARKMAN

Ocean

22 SKULL AND CROSSBONES

Domark

23 DOUBLE DRAGON III

Virgin

24 DYNASTY WARS

US Gold

25 PITFIGHTER

Domark

26 FULL CONTACT

Team 17

27 TMHT

Mirrorsoft

28 DINOWARS

Unknown

29 NIGHTBREED (ARCADE)

Ocean

30 ROGUE TROOPER

Krysalis

31 DOUBLE DRAGON II

Virgin

32 LAST NINJA 2

System 3

33 IVANHOE

Ocean

34 WILD STREETS

Titus

35 DR DOOMS REVENGE

Entertainment International

36 COUGAR FORCE

Tomahawk

37 TURTLES 2/ARCADE GAME

Mirrorsoft

38 DANGEROUS STREETS

Flair

39 WWF II

Ocean

40 TUBE WARRIORS

Dynabyte

STRATEGY**1 SETTLERS**

Kompart

2 POWERMONGER + Data Disk

Electronic Arts

3 UTOPIA + Data Disk

Gremlin

4 PERFECT GENERAL

Impressions

5 MEGA LO MANIA

Mirrorsoft

6 POPULOUS II

Electronic Arts

7 CIVILISATION

MicroProse

8 DUNE II

Virgin

9 K240

Gremlin

**10 PIRATES! GOLD**

MicroProse

11 CAESAR

Impressions

12 SABRE TEAM

Krisalis

13 GLOBAL EFFECT

Electronic Arts

14 DREADNOUGHTS

Turcan Research

15 CAMPAIGN 2

Empire

16 GENGHIS KHAN

Infogrames

17 GENESIA

Mindscape

18 SIM CITY DELUXE

Infogrames

19 SIMCITY +Terrain Editor

Infogrames

20 A-TRAIN

Maxis

21 CAESAR DELUXE

Impressions

22 SUPREMACY

Unknown

23 CELTIC LEGENDS

Ubi Soft

24 GLOBAL DOMINATION

Impressions

25 BANDIT KINGS

Unknown

26 BATTLE ISLE + Data Disk

Blue Byte

27 POPULOUS +Promised Lands

Electronic Arts

28 RAILROAD TYCOON

MicroProse

29 RAGNAROK

Mirage

30 AIRFORCE COMMANDER

Impressions

31 CAMPAIGN + Data Disk

Empire

32 REALMS

Virgin

33 THE PATRICIAN

Daze

34 CENTURION

CCS

35 BREACH 2

Impressions

36 HARPOON + Data Disk

Mirrorsoft

37 MURDER

US Gold

38 LASER SQUAD

Krisalis

39 ROME AD92

Millennium

40 VIKINGS

Thalamus

41 BREACH

Impressions

42 PALADIN

Impressions

43 SIM EARTH

Ocean

44 DEUTEROS

Activision

45 HISTORYLINE 1914-1918

Blue Byte

46 BLUE AND THE GRAY

Impressions

47 SIMANT

Ocean

48 WARLORDS

Unknown

49 1869

Flair

50 GETTYSBURG

Mirrorsoft

51 ARMADA

Mirrorsoft

52 BORODINO

Mirrorsoft

53 MONOPOLY

Unknown

54 WHEN TWO WORLDS WAR

Impressions

55 RISK

Unknown

56 BATTLE CHESS II

Intercom

57 BATTLEMASTER

Unknown

58 MOONBASE

CRL

59 BATTLE CHESS

Electronic Arts

60 LORDS OF CHAOS

DMI

61 BRIGADE COMMANDER

Unknown

62 HILL STREET BLUES

Krisalis

63 AIRFORCE COMMANDER

Impressions

64 KINGMAKER

US Gold

65 AIR BUCKS

Impressions

66 GOLD OF THE AMERICAS

Starbyte

67 HALLS OF MONTEZUMA

US Gold

68 ARNHEN

CCS

69 GERM CRAZY

Electronic Zoo

70 TOWER OF BABEL

Microprose

71 CHESS CHAMPION 2175

CDS

72 FLOOR 13

Virgin

73 FIGHTER COMMAND

Impressions

- 74 FORT APACHE**
Impressions
- 75 LIFE AND DEATH**
Mindscape
- 76 INTERCEPTOR**
Electronic Arts
- 77 RED LIGHTNING**
SSI
- 78 CONFLICT EUROPE**
Mirrorsoft
- 79 COHORT**
Impressions
- 80 SEIGEMASTER**
CCS
- 81 STORM ACROSS EUROPE**
SSI
- 82 CONFLICT: MIDDLE EAST**
US Gold
- 83 NAPOLEON I**
Impressions
- 84 AFRIKA KORPS**
Impressions
- 85 BIG BUSINESS**
Rainbow Arts
- 86 RAMPART**
Domark
- 87 MAELSTROM**
Empire
- 88 CASTLES**
Electronic Arts
- 89 CRIME CITY**
Impressions
- 90 'NAM**
Domark
- 91 TRADERS**
Unknown
- 92 NUCLEAR WAR**
US Gold
- 93 CHARGE OF LIGHT BRIGADE**
Impressions
- 94 CASTLES 2**
Interplay
- 95 CHAMPION OF THE RAJ**
Mirrorsoft
- 96 DRAGON FORCE**
Phalion
- 97 OVERRUN**
US Gold
- 98 WATERLOO**
Mirrorsoft
- 99 FIRETEAM 2200**
Ubisoft
- 100 AUSTERLITZ**
Mirrorsoft

ARCADE STRATEGY

- 1 CANNON FODDER**
Virgin
- 2 FRONTIER - ELITE 2**
Gametek
- 3 LIBERATION**
Mindscape



- 4 ELITE**
Rainbird
- 5 SYNDICATE**
Electronic Arts
- 6 SPACE HULK**
Electronic Arts
- 7 ARMOUR-GEDDON**
Psygnosis

- 8 DYNABLASTER**
VBI
- 9 THE KILLING CLOUD**
Mirrorsoft
- 10 FLAMES OF FREEDOM**
MicroProse
- 11 HIRED GUNS**
Psygnosis
- 12 STARGLIDER 2**
Rainbird
- 13 THEATRE OF DEATH**
Psygnosis
- 14 STORM MASTER**
Silmarils
- 15 SPECIAL FORCES**
MicroProse
- 16 NORTH AND SOUTH**
Infogrames
- 17 WAR IN THE GULF**
Empire
- 18 PIRATES**
US Gold
- 19 TRANSARCTICA**
Silmarils
- 20 INTERPHASE**
Mirrorsoft
- 21 DRAGON'S BREATH**
Palace
- 22 MIDWINTER**
MicroProse
- 23 IRON LORD**
Ubisoft
- 24 MILLENIUM 2.2**
Activision
- 25 DAMOCLES + Mission Disk**
Novagen
- 26 COVERT ACTION**
MicroProse
- 27 VOYAGE BEYOND**
Unknown
- 28 LORDS OF THE RISING SUN**
Cinemaware
- 29 ROBIN HOOD**
Millennium
- 30 ANCIENT ART/WAR IN SKIES**
MicroProse
- 31 NARCO POLICE**
Dynamix
- 32 STAR CONTROL**
Unknown
- 33 TEAM YANKEE**
Empire
- 34 MOONFALL**
Hewson
- 35 TIME MACHINE**
Activision
- 36 MAGIC FLY**
Activision
- 37 PACIFIC ISLANDS**
Empire
- 38 CYTRON**
Psygnosis
- 39 STRIKE FLEET**
Electronic Arts
- 40 STARFLIGHT**
SSI
- 41 SPACE ROGUE**
Unknown
- 42 RULES OF ENGAGEMENT**
Impressions
- 43 MAGIC GARDENS**
Electronic Zoo
- 44 ECO PHANTOM**
Elec Zoo
- 45 VOLFIED**
Empire
- 46 AIR SUPPORT**
Psygnosis
- 47 SWORDS AND GALLEONS**
Silver
- 48 D-DAY**
US Gold
- 49 CARTHAGE**
Psygnosis
- 50 LOST PATROL**
Ocean

PLATFORM

- 1 FLASHBACK**
US Gold
- 2 SOCCER KID**
Krisalis
- 3 SUPERFROG**
Team 17
- 4 ZOOL**
Gremlin
- 5 THE ADDAMS FAMILY**
Ocean
- 6 ASSASSIN '94**
Team 17
- 7 ASSASSIN**
Team 17
- 8 PREMIERE**
Core Design
- 9 GODS**
Renegade
- 10 FURY OF THE FURRIES**
Mindscape

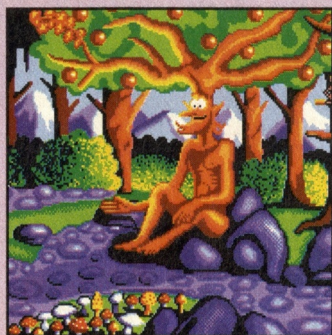


- 11 ZOOL 2**
Gremlin
- 12 RAINBOW ISLANDS**
Ocean
- 13 DONK**
Supervision
- 14 PARASOL STARS**
Ocean
- 15 FIRE & ICE**
Renegade
- 16 ROBOCOD**
Millennium
- 17 PUGGSY**
Psygnosis
- 18 LEANDER**
Psygnosis
- 19 PUTTY**
System 3
- 20 COOL SPOT**
Virgin
- 21 BRIAN THE LION**
Psygnosis
- 22 ARABIAN NIGHTS**
Krisalis
- 23 RICK DANGEROUS 1+2**
MicroProse
- 24 TITUS THE FOX**
Titus
- 25 ALIEN 3**
Virgin
- 26 MAGIC BOY**
Empire
- 27 QWAK**
Team 17
- 28 SLEEPWALKER**
Ocean
- 29 CHUCK ROCK II**
Core Design
- 30 DELIVERANCE**
21st Century
- 31 FUZZBALL**
System 3
- 32 RODLAND**
The Sales Curve
- 33 JAMES POND**
Millennium
- 34 9-LIVES**
Arc
- 35 ALFRED CHICKEN**
Mindscape
- 36 LETHAL WEAPON**
Ocean
- 37 ELF**
Ocean
- 38 MYTH**
System 3
- 39 SWITCHBLADE 2**
Gremlin
- 40 FANTASTIC DIZZY**
Codemasters
- 41 SUPER METHANE BROTHERS**
Apache
- 42 TEARAWAY THOMAS**
Soundware
- 43 BEAVERS**
Grandslam
- 44 JIM POWER**
Loricel
- 45 WOODY'S WORLD**
Global
- 46 'ALLO 'ALLO**
Alternative
- 47 GLOBAL GLADIATORS**
Virgin
- 48 TROLLS**
Flair
- 49 MAGIC BOY**
Empire
- 50 SWITCHBLADE**
Gremlin
- 51 MAGIC POCKETS**
Renegade
- 52 TOKI**
Ocean
- 53 ELVIRA THE ARCADE GAME**
Flair
- 54 THE BLUES BROTHERS**
Titus
- 55 WONDER DOG**
Core Design
- 56 CHUCK ROCK**
Core Design
- 57 P.P. HAMMER**
DMI
- 58 CREATURES**
Thalamus
- 59 DEEP CORE**
Ice
- 60 LIONHEART**
Thalion
- 61 MCDONALD'S LAND**
Virgin
- 62 BC KID**
Ubi Soft
- 63 OSCAR**
Flair
- 64 BUBBLE BOBBLE**
Firebird
- 65 HARLEQUIN**
Gremlin
- 66 FLOOD**
Electronic Arts
- 67 NEW ZEALAND STORY**
Ocean
- 68 VIKING CHILD**
Unknown
- 69 CAR-VUP**
Core Design
- 70 RISKY WOODS**
Electronic Arts
- 71 YO JOE!**
Hudson Soft
- 72 JOE & MAC**
Elite
- 73 NIGHT SHIFT**
Lucasfilm
- 74 DINO DETECTIVE AGENCY**
Alternative
- 75 GLOBDULE**
Psygnosis
- 76 NEBULUS II**
Hewson
- 77 UGH!**
Blue Byte
- 78 MEGA TWINS**
US Gold

- 79 ROLLING RONNY**
Virgin
- 80 BABY JO**
Loricel
- 81 SUBURBAN COMMANDO**
Alternative
- 82 GHOULS'N'GHOSTS**
Elite
- 83 PREHISTORIK**
Titus
- 84 NICKY 2**
Daze
- 85 WIZ 'N' LIZ**
Psygnosis
- 86 FATMAN**
Kompakt
- 87 DENNIS**
Ocean
- 88 DOJO DAN**
Europress Software
- 89 HUDSON HAWK**
Ocean
- 90 NAVY SEALS**
Ocean
- 91 HOI**
Kompakt
- 92 CAPTAIN PLANET**
Mindscape
- 93 EDD THE DUCK**
Zeppelin
- 94 SUPER CAULDRON**
Titus
- 95 KID GLOVES**
Unknown

PUZZLE & QUIZ

- 1 LEMMINGS 2**
Psygnosis
- 2 OH NO! MORE LEMMINGS**
Psygnosis
- 3 LOST VIKINGS**
Interplay
- 4 DIGGERS**
Millennium
- 5 PIPEMANIA**
US Gold
- 6 BUBBA 'N' STIX**
Core Design
- 7 ONE STEP BEYOND**
Ocean
- 8 PUSH-OVER**
Ocean



- 9 HUMANS/JURASSIC LEVELS**
Mirage
- 10 BILL'S TOMATO GAME**
Psygnosis
- 11 KRUSTY'S FUNHOUSE**
Virgin
- 12 KLAX**
Domark
- 13 CHIPS CHALLENGE**
US Gold
- 14 TETRIS**
Infogrames
- 15 BRAT**
Mirrorsoft
- 16 WIZKID**
Ocean

- 17 BOB'S BAD DAY**
Psygnosis
- 18 BLOB**
Core
- 19 GOBLINS 2**
Coktel Vision
- 20 MORPH**
Millennium
- 21 GOBLIINS**
Coktel Vision
- 22 GOBLINS 3**
Sierra
- 23 TRODDERS**
The Sales Curve
- 24 SINK OR SWIM**
Zeppelin
- 25 TINY SKWEEKS**
Loricel
- 26 LOOPZ**
Audiogenic
- 27 SUPER TETRIS**
MicroProse
- 28 STEG**
CodeMasters
- 29 SWITCH QUIZ**
Switchsoft
- 30 BLOCKOUT**
Unknown
- 31 LOCOMOTION**
Global
- 32 WELLTRIS**
Infogrames
- 33 BUG BOMBER**
Unknown
- 34 ISHIDO**
Palace
- 35 PUZZNIC**
Ocean
- 36 NEVERMIND**
Psygnosis
- 37 E-MOTION**
US Gold
- 38 TRIVIAL PURSUIT**
Domark
- 39 CASTLE OF DR. BRAIN**
Sierra
- 40 STONE AGE**
Grandslam
- 41 ATOMINO**
Psygnosis
- 42 SUPAPLEX**
Digital Integration
- 43 LOGICAL**
Rainbow Arts
- 44 GEM'X**
Unknown
- 45 BRAIN BLASTERS**
Psygnosis
- 46 ATOMIX**
Unknown
- 47 REVELATIONS**
Krisalis
- 48 PICK'N'PILE**
Ubi Soft
- 49 QUADREL**
Krisalis
- 50 CATCH'EM**
DMI
- 51 PLOTTING**
Ocean
- 52 7 COLORS**
Infogrames
- 53 KWIK SNAK**
Unknown
- 54 SPINDIZZY WORLDS**
CodeMasters
- 55 JUMPING JACKSON**
Unknown
- 56 CLOWN'O'MANIA**
Unknown
- 57 SCRABBLE**
Melbourne House
- 58 MANIX**
Millennium
- 59 MANIC MARBLE**
Unknown

- 60 SCRABBLE**
US Gold
- 61 TILT**
Unknown
- 62 BOULDERDASH**
First Star
- 63 BOSTON BOMB CLUB**
Silmarils
- 64 THE POWER**
Demonware
- 65 GEARWORKS**
Software Business

ROLE PLAYING

- 1 DUNGEON MASTER**
Psygnosis
- 2 CHAOS STRIKES BACK**
Psygnosis
- 3 EYE OF THE BEHOLDER II**
US Gold
- 4 LEGEND**
Mindscape
- 5 KNIGHTMARE**
Mindscape
- 6 AMBERSTAR**
Thalion
- 7 BLACK CRYPT**
Electronic Arts
- 8 MIGHT AND MAGIC III**
US Gold
- 9 PALADIN II**
Impressions
- 10 BANE OF THE COSMIC FORGE**
US Gold
- 11 EYE OF THE BEHOLDER**
US Gold
- 12 MIGHT AND MAGIC II**
US Gold
- 13 PERIHILION**
Psygnosis

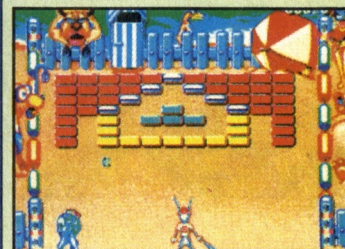


- 14 SHADOWWORLDS**
Krisalis
- 15 WORLDS OF LEGEND**
Mindscape
- 16 LEGACY OF SORASIL**
Gremlin
- 17 POOLS OF DARKNESS**
US Gold
- 18 DARKMERE**
Core Design
- 19 DEATH KNIGHTS OF KRYNN**
US Gold
- 20 CHAMPIONS OF KRYNN**
US Gold
- 21 BLADE OF DESTINY**
US Gold
- 22 BARD'S TALE III**
Electronic Arts
- 23 BARD'S TALE II**
Electronic Arts
- 24 ABANDONED PLACES 2**
ICE
- 25 ISHAR 2**
Daze
- 26 ULTIMA VI**
Mindscape
- 27 EXODUS**
Global
- 28 STARFLIGHT II**
US Gold
- 29 WHALE'S VOYAGE**
Flair

- 30 STARFLIGHT**
US Gold
- 31 SHADOWLANDS**
Domark
- 32 SECRET OF THE SILVER BLADES**
Infocom
- 33 HARD NOVA**
Electronic Arts
- 34 SHADOW SORCERER**
US Gold
- 35 ISHAR/LEGEND OF FORTRESS**
Daze
- 36 LEGENDS OF VALOUR**
US Gold
- 37 LORD OF THE RINGS**
Electronic Arts
- 38 SPACE 1889**
Empire
- 39 MEGATRAVELLER 1**
Empire
- 40 BUCK ROGERS**
US Gold
- 41 DRAGON WARS**
Unknown
- 42 AZURE BONDS**
US Gold
- 43 POOL OF RADIANCE**
US Gold
- 44 LEGEND OF FAERGHAIL**
Rainbow Arts
- 45 TREASURES/SAVAGE FRONT**
US Gold

BAT & BALL

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

The reader survey verdict isn't in on the 'leagues yet, so rest assured they'll be here again next month. Hurrah!

SWAP

For sale: Monkey Island II £12, Loom £7, Larry 2 £9, Operation Stealth £7, Lure of Temptress £12, Indy Last Crusade £7, Zak McCracken including hint book £10, Future Wars £7. Call Scott Danning on 061 973 6176.

Robocod, Xmas Lemmings, Fire and Ice, Magic Pockets, John Madden's, Outrun Europa. Any swap for F117A, Sim City Deluxe, Settlers. Phone R. Harris on 0403 268914.

For sale: Space Crusade, Dune, Shadowlands, Realms, Sim City/Populous, Lure of the Temptress, £9 each, Xenon 2 £5. Originals all boxed as new. Phone Rob Saunders on 0268 692573.

For sale: A600, 7 months warranty, mouse, joystick, 60 games, all boxed with instructions, mags, £370 ono. Phone Andy Collier on 061 681 9172.

C.C. Swap Shop, computer game swap data base puts you in contact with the swap you want in your area. All formats catered for. Send SAE for further details to C.C. Swap Shop, 72 Church Street, Dukinfield, Cheshire, SK16 4NE.

SimEarth, Tilt, B/Chess 2, Project X, Dragon Breath, Chessmaster 2100, Birds O' Prey, £10 each. Ashes Empire + video £12, Sim City, Captain Planet, Awesome, £8 each, or swap wanted A.D.I. Ed, Voyager, Distant Suns, Protext 5.5, 10/10 Ed. Phone K. Abnett on 04837 30833.

Sell: Putty/Knights of the Sky/Enchantia/Monkey Island 1/Ancient Art/Body Blows/Harpoon/Road Rash/Desert Strike/Chaos Engine/ £9 each and Amnios/Project X/Lotus/Man Utd. Europe/Robocod for £5 each. Phone Alex Worthy on 0934 852124.

Amiga 1200 computer, lots of extras, disk drive, games etc. £700 worth of stuff, £300 or swap for CD32. Write to Peter Nelson, 144 Rolands Walk, Castlefields, Runcorn, Cheshire, WA7 2LB.

Amiga contacts wanted, 101% reply. Have got lots of top games. Please send list to John, 158 Long St., Atherstone, Warwickshire, CV9 1AE.

Wanted: any programming package. Must work on A1200 and must be cheap. Phone Samuel Brookes on Bromsgrove 574534. Heimdall, Lure of the Temptress, £10, 'Cisco Heat, Hard Drivin', £5. Phone Chetan Mehta on 081 890 3866 Mon-Fri after 5.30 PM.

Wanted: for Elite, data disk with commander who has docking computer for sad Elite player who is unable to dock. Good rates paid for disk and data. I'm desperate but not totally desperate, so no extortionate prices. Reply ASAP for that cash bonus. Phone Simon Matthews on 0223 561736.

I have to swap: SF 2, Lemmings 2 + Xmas, Striker + more. Contacts wanted. Phone Richard on 081 473 0815 (evenings).

For sale: Frontier £12, Dune II £12, Jurassic Park £12, Lemmings II £10, Goal! £10, KGB £12, Caesar £10, plus lots more. Phone Ben Hooper on 0622 820569.

For sale: Morph and Zool (with code wheel) £8 each, Street Fighter 2 £5, all 3 £18. All games include boxes and instructions which are all in brand new condition. Amiga pen pals wanted! Phone Steve Thomas on 0495 249279.

Penpals wanted in America. Age 19, likes adventure games, fantasy, sci-fi etc. Write to Tara Simms, 84 Downshire Road, Holywood, Co. Down, N. Ireland, BT18 9LY.

NES games for sale: Chip 'n' Dale £10, Monster in my Pocket £10, Eliminator Boat duel £10. All boxed with manuals. Plus Megaman 2, boxed but no manual £8. Plus Gameboy game Tiny Toons 2, boxed and manual, excellent condition £15. Phone Jason on 0634 574402.

Trying to set up my own PD library: contacts needed quickly. Help! Any info or disks would be great! Write to BJ Hillson, 30 Mill Road, Stokenchurch, Bucks., HP14 3TT.

Wanted: contacts. I'm interested in modules for Protracker and demos. I have over 200 modules and lots of contacts. Swap? Send list (on WP-disk) to Patrick van Munster, Kerhweg, 14A, 7611 BA, Aadorp, Overijssel, Holland.

For sale: Gameboy with 5 games, carrycases etc. £80, 5 MD games (from £10-£22). Lynx 2 with 7 games, sun visor £131. Gamegear with 63 games and carrycase £238. Quickshot Supervision, earphones, 4 games £29. all boxed with instruction, perfect condition. Also Amiga games. Bargains. Phone Matt Harris on 051 3439360.

I will swap up to ten CBM 64 games for your Amiga game. Phone Richard on 081 4730815 (evenings).

If you're interested in Amiga video work or are just an avid gamer and would like to swap theories and ideas (or just disks) then get in contact! + I need a copy of Protext V5.5. Write to Julien Lecoeur, 60 Barclay Road, London, SW6 1EH.

I own Premier Manager II, Police Quest II, Ishar 2 and The Patrician. I would swap them for Perfect General, Police Quest 3, Space Quest 2 or 3, Supremacy or Ancient Art of War in the Skies. Any combination considered. Write to Jonathan Rivers, 26 Buran Street, Easington Colliery, Peterlee, Co. Durham, SR8 3RX.

For sale: Settlers, Creatures, Fire and Ice, Loom, Desert Strike, Corporation, Another World, Cruise for a Corpse, £5 each or £30 the lot. Phone Kieran Newton on 0843 846010.

Amiga games to swap or sell! (Also wanted!) and contact wanted, 1200 specifically, for chats and swaps. Lastly, Epson LQ2500 Amiga printer for sale £160 or swap for decent 1200 H/drive fully working! Write to F. Thrower, 58 St. Andrews, Cullompton, Devon, EX15 1HY.

Games for sale or swap, prices range from £3 to £15. Send SAE for the list, boxed originals only. Write to Carl Surry, 37 Fairfield Way, Barnet, Herts., EN5 2BQ.

Amiga contacts wanted, 100% reply. Send lists to Justin Brown, 65 Ferniehill Road, Edinburgh, EH17 7BL.

Amiga modules and games contacts wanted. Send list and letter to Stefan Sjoblom, Fjallbinkau 4, 42449 Angered, Sweden.

If you are interested in Amiga video work or are just an avid gamer and would like to swap theories and ideas (or just disks). Then get in contact! Write to Julien Lecoeur, 60 Barclay Road, London, SW6 1EH.

Sell or swap: Police Quest 2, 688 Attack Sub, Pirates, Strike Fleet, Historyline, Ultima 5, Legends of Valour. Wanted - Dune II, Kevin Keegan's Player Manager, Monkey Island 2, KGB, Airbuds, Ryder Cup or any good sports or strategy games. Phone David Finn on 0407 742168.

For sale: Amiga 500 with hard drive, games, printer (black and white), mouse and all

leads needed, only £350. Phone Stuart Bee on Plymouth 784188.

Contacts wanted, 100% reply. Write to Dean Hermitage, 17b Wynford Road, Stokehill, Exeter, Devon.

Money for your PD utils, demos, AMOS, clipart, games, for new PD library, Gone Public. Nothing refused (legal of course). Phone Colin Harwood on 081 5588851 10-8PM Mon to Sat or 2-4 Sun.

Pen pals wanted, male or female between 10-13. 1000000% reply guaranteed. I am 11 years old. Write to Matthew Hunt, 30 Leander Drive, Castleton, Rochdale, OL11 2XA.

For sale: Master System II with 8 games £120. Swap it for old Amiga (working). Games etc. not necessary. Write to Ben Herbert, Flat 1, 79 Rouge Bouillon, Jersey, Channel Islands.

Swap: my Striker, Arabian Nights, Project X, for Frontier Elite II. Boxed originals only with instructions. Phone Steven Welch on 0592 743979.

Amiga contacts wanted. 100% reliable. Send lists to Adrian Partridge, 45 Gaothland Road, Woodhouse, Sheffield, S13 7RS.

Contacts wanted to swap games etc. Send lists to Dean Bevan, 33 Cilgerran Place, Winchwen, Swansea, SA1 7EB.

Will swap Body Blows for Cannon Fodder or Alien Breed 2. Also Chuck Rock for sale £3.75. Write to Robert Aldridge, 24 Welshmans Hill, Sutton Coldfield, West Midlands.

Amiga to Scart cable .23 pin D type plug and 2 audio phonos to Scart plug to get monitor quality from Scart TV, £10. Write to David Price, 6 Marchbank Grove, Balerno, Edinburgh, EH14 7ES.

Female penpals wanted by lonely Amiga owner. 25+, Amiga based friendship. Write to Dean, 33 Cilgerran Place, Swansea, SA1 7EB.

Mature male wants unisex contacts from all around the world for gameswapping, news and anything else that pours from your pen. Send disks/lists and a SAE, 100% reply Amiga only, to Stu Pot Stu, 1 Rosedale Crescent, Darlington, Co. Durham, England, DL3 9RL.

For sale: Amiga 600 HD "Epic Pack", 40 Meg Hard disk, 2 Meg RAM, joystick, mouse, 2 joypads, dustcover, over £350 worth of software including: Word Processor, Amas 2 (music software) worth £100, plus many top games. Sell for £225 ono with some software. Phone Steven McKechnie on 0501 733844.

Wanted: Amiga 600 user instructions. Any documentation concerning Workbench etc. Write to Mr. J. Sharp, 209 Bradford Road, Brighouse, West Yorkshire, HD6 4AS. Worldwide network searches for contacts in trading, Amiga 500/600 only. Send list/disk to Frode Martinsen, Entreprios No. 1, La Nucia (Alicante), Spain.

Wanted: Amiga contacts for games, utilities etc. Please send letters, game lists or disks for immediate reply with a copy of my lists which include many new titles. For a 100% reply rate write to Michael Croft, 18 Turbary Walk, Milnrow, Rochdale, OL16 4JN.

Amiga contacts wanted. Guaranteed immediate reply. Send list/disk to Barry Turner, 14 Fovant Ct., Wandsworth, SW8 3UJ.

I would like a penpal male or female, 13+ years old. 100% reply guaranteed. I would

also like passwords for Jurassic Park on the Amiga 600. Write to Peter Raven, 19 Ardrey Rise, Norwich, Norfolk, NR3 3QH.

Swap/sell WWF2, Humans, Amberstar, Indy Last Crusade Adv., Chaos Engine, Cruise for a Corpse, Graham Taylor's, Premier Manager, Populous. Swap any 3 for Skidmarks, LSL 5, Mortal Kombat, Curse of Enchantia, Monkey Island 2, Fury of the Furries, Beneath a Steel Sky. Also Amiga contacts wanted, 100% reply. Write to Michael Ison, 49 Tanfield Road, East Didsbury, Manchester, M20 5GE.

For sale: Sega Master System inc. Alex Kidd and Sonic, two pads and carry case, £40. Phone Ben Hall on 0945 587228.

Desperately wanted: Wrath of Nirodemus for the Amiga. Good price paid. Phone George on 0323 507266.

I have Ocean's European Champions, Soccer Stars, The Manager, F19, Super Tetris, Loom, F15 Strike Eagle 2 and many more. Wanted: Winter Olympics, Man Utd. PLC, Tennis Cup, Championship Manager 93, Grand National, Larry 1-5, Player Manager. Phone Brian Cameron on 041 777 7841 after 5PM.

Stereo Philips colour monitor and external disk drive plus Action Replay MK III all for £200. Phone Patrick on 0307 462712.

Swap: Space Hulk, Elite Frontier, F15 Strike Eagle II. Wanted: War in the Gulf, Cannon Fodder, Desert Strike, Blue and the Gray, Settlers. Phone Roy Matthews on 0602 819770.

Contacts wanted: Amiga and SNES. 100% reply. Send your lists/disks to Stuart Slater, 1 Woodside, Coalbrookdale, Telford, Shropshire, TF8 7ED.

C.C. Swap Shop - Swap database set up to get you the swap you want in your area. No fuss, no profit, just me working for you. For further details send SAE to C.C. Swap Shop, 72 Church Street, Dukinfield, Cheshire, SK16 4NE.

Toby from Milton Keynes. I accidentally went over your disk and lost your address. Send it again (sorry). More contact welcome. Write now to Jason, 40 Wheatfield Close, Glenfield, Leicester, LE3 8SD.

Amiga 500, 1MB, Action Replay Mk 3, Citizen 9 pin printer, 2nd disk drive, dust covers, 3 joysticks - one analogue, loads of original software £250 or swap for Amiga 1200 with mouse etc. Phone Efreim Kirk on 071 473 3297.

Swap: EOB 2, Civilization, Reach Skies, Arabian Nights, Indy 4, Chaos Engine, Elite 2, Ik+, Premier/Champ 93 Manager, Midwinter 2, Knightmare, Xenon, Shadowworlds, Captive, Humans, KGB, M. Kombat, Bitmap Col. Vol. 1, Temptress. I want: Waxworks, Ishar 1+2, Turrican 3, When 2 Worlds War, settlers, Sabre Team 1200, C. Fodder, B. Steel Sky, Sim' Sorcerer, Breed 2, F. Furries, M+Magic 2+3, Dune 1+2. I'll also swap many top games for an A1200 external hard drive, eg. Civilization, Frontier, EOB 2, etc. Phone Ryan Hooper on 0269 597380.

Amiga 1200 contact needed. 6521640612214.5519% (approx) reply!!! Contact Thomas and Andrew, 42 Barskimming Road, Mauchline, Ayrshire, Scotland, KA5 5DR.

Amiga games to swap and pen pals. Any Chelsea supporters or any football fans write too. Send lists and letters to Stuart Harris, 2 Balchin House, Bishop St., Portsmouth, Hants., PO1 3DG.

SHOP

Amiga contacts wanted - A1200 as well. Come on don't be shy. If you're 18+ pick up the pen and write to Lisa Marie Cox, 30 Islwyn Street, Cwmfelinfach, Gwent, NP1 7MA.

Amiga contacts wanted. Send lists to Steve, 8 Porthdafarch Rd., Holyhead, Gwynedd, N. Wales, LL65 2RS.

Amiga contacts wanted. I've got over 100 games. Send list, 100% reply to all letters.

Write to Paul Davies, 24 Albert Street, Heywood, Manchester, OL10 4QR.

Wanted: Amiga contacts, 100% reply. Phone Mark Rickards on 0938 555695.

Game Gear for sale, includes Wide Gear, Sonic, Columns and adaptor, no boxes, £55. Phone Warren on 0379 642622.

Sell: Monkey Island 2, £15, Cruise for a Corpse £6, J. White's Snooker £8, Striker £5, Robocop 3 £9, F-29 Retal £6, Stunt Car Racer £5, Mortal Kombat £15, Shoot'em-up Construction Kit £5, Photon Paint £15, or swap: Monkey Isle 2, Mortal Kom, Robocop 3 and Cruise Corpse for Action Replay MK III. Write to Tom "Meenle" Dancer, 10 Mountfield Gardens, Kenton, Newcastle upon Tyne, NE3 3DB.

Wanted desperately: Bone Cruncher by Superior Software. Good prices paid. Also wanted: Syndicate. Phone Steve on 0653 695223.

I want an A1200 with hard drive and colour monitor. Games are preferable. I will pay £450 max. For sale: Atari SC1224 monitor £50. Please phone Michael Fleming on 081 558 1192 weekends or after 5PM weekdays.

Does anybody have an old Amiga game called Butcher Hill? I will gladly pay or else swap. Phone Charles on 0872 520242.

Disks made to suit you. PD disks compiled and compacted for your needs. If you want two different files and we can put them on one disk, we will, thus saving you money. No postage charge. Full catalogue with more details available free. Also hardware available. Phone Andy Melbourne on 0234 350654.

Commodore MPS 1270A ink jet printer £100 boxed - manuals, hardly used. Phone Mr. C. Parish on 0223 425639.

Sell or swap: Civilisation, Populous II, F-16 Combat Pilot, First Contact, Rotor and some PD. Wanted: Cannon Fodder, Elite 2, Settlers, K240 and UFO. Write to Nick Smith at 4 Heath View, Leek, Staffs., ST13 7AT.

Wanted: top Amiga games and contacts. 100% reply. Write to Andrew Bandy, 120 Winslow Road, Wingrave, Nr. Aylesbury, Bucks., HP22 4QB.

Wanted: Darkseed, Waxworks, Desert Strike, Cannon Fodder or Flashback, or The Blue and the Gray. To swap for: Heimdall, Larry 3, Alien Breed, EOB 2, Space 1889 or Curse of Enchantia or Moonstone. Phone Sean on 0707 391164.

CD32 games to swap: D/Generation, Liberation, Now That's What I Call Games, Overkill. Send a list of what you're offering to Paul Japp, 52 Halford Road, Richmond, Surrey, TW10 6AP.

Amiga contax wanted (worldwide), 100% reply, 500 only. Send list of games and utils. on disk or paper with a letter introducing yourself. It will be your advantage if you do. Just send to Toby Fulmer, 11 Finch Crescent, Linstead, Leighton Buzzard, Beds., LU7 7PE. Contacts wanted for Amiga 600. No disk thieves. I always reply to every letter and send recorded delivery. Send lists to Owen

Davies, 40 Westacre Gardens, Stechford, Birmingham, B33 8RE.

For sale: Amiga 500, 3 joysticks, 2 mice, 1 Meg, lots of software and magazines. Worth £800+, £250 ono. Phone Ross Keenan on 051 632 4575.

For sale: Premier Manager and Reach for the Skies £10 each. Contact Tom Downes, 93 Staines Road, Feltham, Middx., TW14 0JS. Will swap: Leisure Suit Larry 2 for Manic Miner. Contact Gerald McNally, 5 Dipple Place, Drumchapel, Glasgow, G15 6AA.

For sale: Amiga 1200 computer, boxed-brand new. £100 worth of software + word processor, manuals, mouse, joysticks, £350 ono. Phone Rakesh Nayee on 0293 516419. Wanted: Cool Spot, Mortal Kombat, Cannon Fodder, Soccer Kid. Sell or swap: Prince of Persia £10, Prem. Manager £10, Assassin £10, PGA Golf + £14, Project X £10, Streetfighter 2 £8, and Zool £8, or the lot for between £50 -£60. Phone Gary Turley on 0693 66428.

Swap my £200 brand new stereo sound mixer with echo and 7 channel equaliser. mix up to 12 inputs inc. cross fading and loads of other mod cons: for Amiga any kind, or sell for £160, still boxed. Write to Angus Doyle, 26 Alder Place, Greenhills, East Kilbride, Glasgow, G75 9HP.

Amiga 500+ GVP HD8 + 80Mb wanted. In exchange I have about 40 Amiga agmes including Kyrandia, Body Blows, Monkey, Ishar 2 and many more. Hard drive must be in excellent condition as my games are worth over £300. Phone Dumbi Obiorah on 081 318 3309.

Birds of Prey, Cruise for a Corpse, Covert Action, John Madden, Jimmy White Snooker, £10 each. Football Manager 2, Magic Pockets £6 each, Toyota Celica GT Rally £3.75. Wanted: Beneath a Steel Sky. Phone A.J. Wootton on 0280 706173.

Amiga contacts wanted, 99% reply guaranteed. Please write to Robert Kennedy, 30 Herschel Street, Liverpool, L5 1XF.

For sale: Leisure Suit Larry £10, Alien Breed II £20, Skidmarks £20. Phone Paul O' Hanlon on 051 526 0016.

Amiga contacts wanted, 100% reply. Also I want a complete solution for Larry 3, please. Write to Ben Jones, The Cottage, Holy City, Chardstock, Axminster, Devon, EX13 75Z.

Amiga contacts wanted to swap games and music tapes by Eloy, Yes, Jade Warrior etc. Send lists to Kieron Stancombe, East View, Buckland Brewer, Bideford, Devon, EX39 5LR.

Wanted urgently: System 3 and SBA extra. Plus other software for A1200. send lists to Salim Gullar, 12 Old Hall Street, Burnley, Lancs., BB10 1DA.

I've just bought an Amiga 1200 and need help to build a software collection. I will pay cash and have Atari ST and Sega Megadrive games to swap. Please write to Fred Laker, 28 Houselands Road, Tonbridge, Kent, TN9 1VV.

For sale: Cruise for a Corpse, Curse of Enchantia, Skidmarks, Winter Olympics, Mortal Kombat, Championship Manager Italia, Premier Manager, Jurassic Park, Ashes of Empire, No Second Prize and external disk drive, or will swap for any Larry game, Beneath a Steel Sky or Man. Utd, Prem. League Champions. Phone Tom on 0943 609898.

Amiga contacts wanted worldwide, anything goes. Please write to Marc Laplume, 607-21

Clayton Drive, Winnipeg, Manitoba, Canada, R2M 1G2.

A600 for sale, 2Mb with battery backed clock, mouse/mat, joystick, dustcover and leads. Also half a dozen excellent games, only £200. Phone C.P. Ripley on 0332 360506 between 3 and 5PM.

A500/600 contacts wanted to swap games. Beginners welcome. Write to Harry Tang, 12 Mellalieu Street, Middleton, Manchester, M24 3DN.

Solihull computer users club wants members to swap PD hints, tips, games etc. Interested? Why delay write today to Rich, 41 Leafield Road, Solihull, West Midlands, B92 8NZ.

For sale: Simon the Sorcerer (A1200) £15, Alien Breed 2 (A1200) £10, Body Blows Galactic (A1200) £10. Phone Adam Keats on 0203 414946.

Penpals wanted. I am 13 years old and would like male or female penpals between 13 and 15. 100% reply guaranteed. Please include a photo of yourself.

Write to Rebecca Felton, 15 Underhill Lane, Wolverhampton, West Midlands, WV10 8NT.

Swap: Soccer Challenge, Star Glider II, Terminator II, Robocop, Mercs, Stunt Car Racer or Carrier Command for Robocop III, Lotus Trilogy, The Duel Test Drive II, Frontier Elite II and Nigel Mansell's (A1200) or sell £10 each. Also like penpal with A1200 and about 11 years old. Write to John Hill, 29 Mount Vernon Ave., Coatbridge, Scotland,

ML5 1NW.

Penpal wanted about eleven years old, male or female. Write to John Hill, 29 Mount Vernon Ave., Coatbridge, Scotland, ML5 1NW.

Music: contacts wanted who take it seriously. Massive mod/sample library. Phone B. Mosson on 0831 473 899.

I have a large selection of games to swap, my list for yours. Please ring Dom on 0424 441683.

Contax wanted. Send your list to Chucker, Maiden Cottage, Weymouth Rd., Martinstown, Dorchester, Dorset, DT2 9JJ.

I am selling my Sega Game Gear with carry case, 4 games and other things, around £60 or less. Phone Ben on 0274 393617.

Amiga contacts wanted worldwide. Please send lists to Chand Sware Ghei, Saga, 2645 Harpefoss, Norway. For sale or swap: Zool, BBGalactic, Faldo Golf, Mansell, Chaos Engine, Syndicate, Pin Fantasies, Alien Breed II, all AGA, F117A, Elite, Castles, Realms, Wing Co, Larry 3, Black Crypt, Pool, Epic, Darkseed, Goal, Lemmings 2, Sensi Soc 1.1, Walker, Flashback, FIGP. Swap for Indy adv, Tornado, Sabre Team 1200, Cannon Fodder, Frontier, EOTB2, Winter Olympics, Campaign 2, Civilisation, Fire Brigade, tons more. Too many to list. Want any strat/sport. Write to Chris Keithley, 7 The Pightle, Needham Market, Ipswich, Suffolk.

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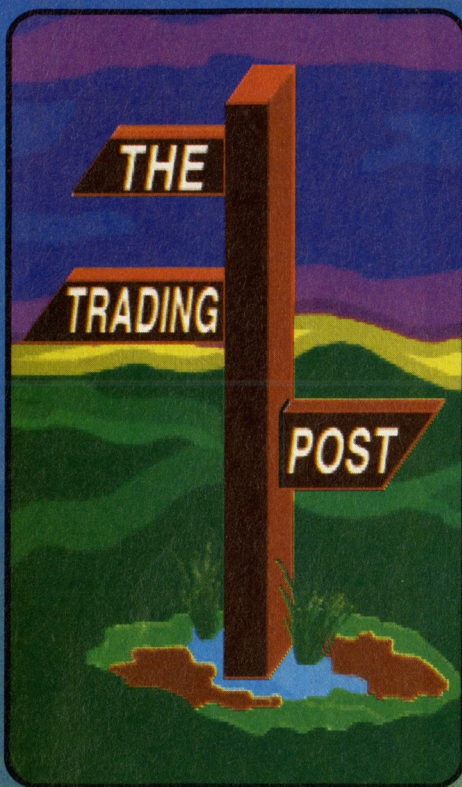
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Sierra Soccer - We'll be seconds away from the World Cup finals in the USA and Sierra will hopefully have their baby ready for review (but we don't want their baby - Ed!).

World Cup '94 - We'll be seconds away from the Wor...hang on, we've done that one! Try again! US Gold's official title finally makes the page!

Pinkie - Well he's pink and he's being reviewed next ish!

Other footy titles - There will inevitably be at least 35 other footy games released to cash in next

month. And we'll have all the details right here! If you're really good we might even have something more on **UFO** and throw in a couple of astounding coverdisks for you to play in your spare time.

Whatever happens you don't want to miss the next issue of Amiga Action which will be in the shops on June 9th 1994

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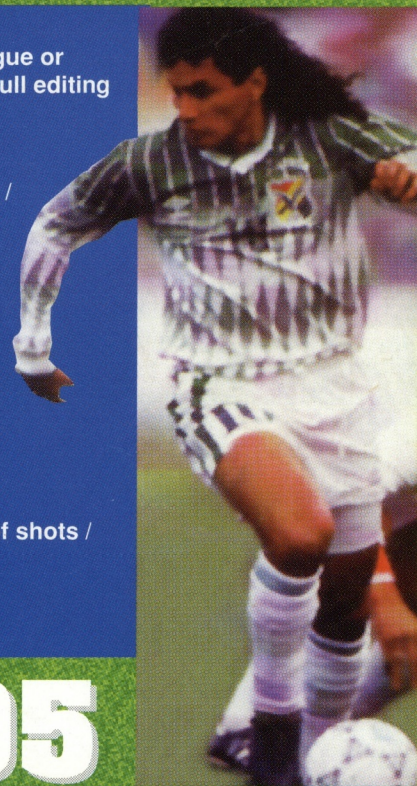
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